CONVENTION OF OTAKU GENERATION
2022
オタコン
OTAKON®
오타콘
NOW ARRIVING
1999
Wibbly-wobbly
timey-wimey
time skip
special.
CONVENTION OF OTAKU GENERATION

Art by Bo A Lee

Own Season One on Blu-ray!

LIMITED EDITION SETS INCLUDE:
Exclusive Booklet • Premium Art Card • Poster

Based on the original graphic novel " Inuyasha " by Rumiko TAKAHASHI , published by Shogakukan Inc.
©Rumiko Takahashi / Shogakukan, Yomiuri TV, Sunrise 2020

YASHAHIME
— PRINCESS HALF-DEMON —

A *NEW* Feudal Fairy Tale Begins!

Order the manga TODAY!

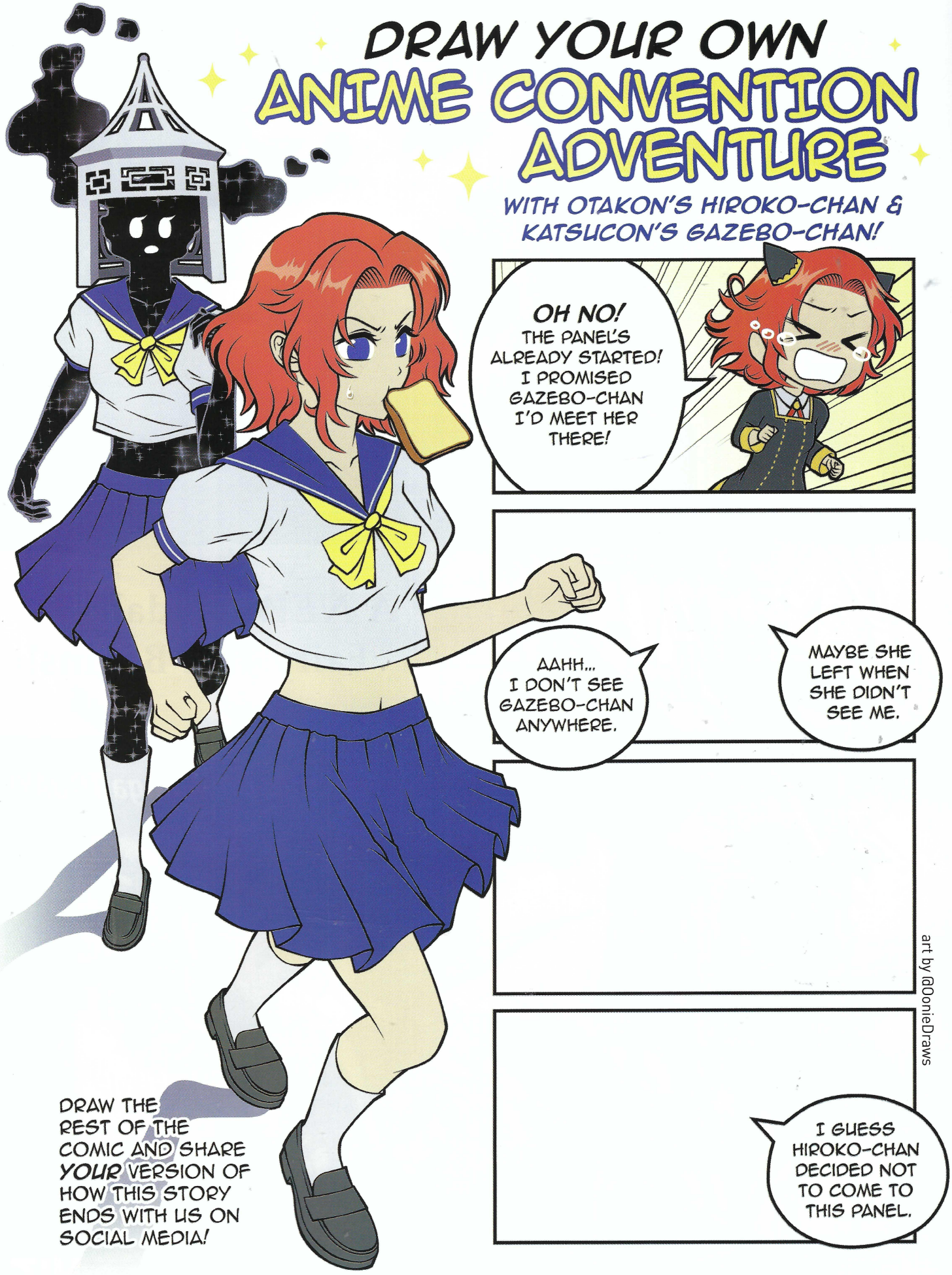
Story and Art by **Takashi Shiina**
Main Character Design by **Rumiko Takahashi**
Script Cooperation by Katsuyuki Sumisawa

-IDEN EHONZOSHI-HANYO NO YASHAHIME © 2022 Takashi SHIINA/SHOGAKUKAN
© Rumiko Takahashi/Shogakukan, Yomiuri TV, Sunrise 2020
Based on the original graphic novel "Inuyasha" by Rumiko TAKAHASHI, published by Shogakukan Inc.

VIZ

DRAW YOUR OWN ANIME CONVENTION ADVENTURE

WITH OTAKON'S HIROKO-CHAN & KATSUCON'S GAZEBO-CHAN!

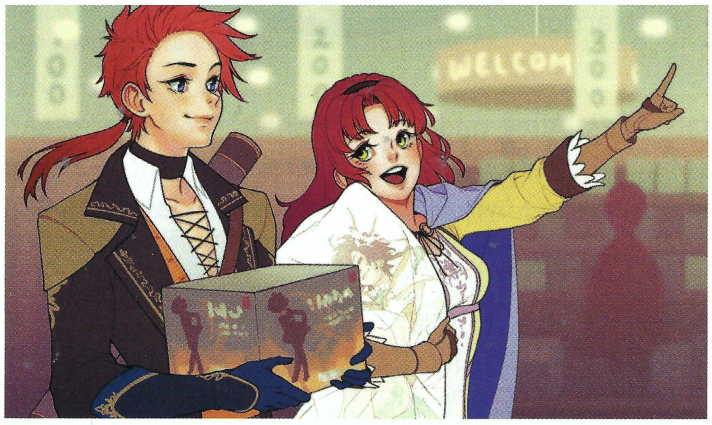


DRAW THE REST OF THE COMIC AND SHARE *YOUR* VERSION OF HOW THIS STORY ENDS WITH US ON SOCIAL MEDIA!

DON'T FORGET YOUR OTAKON 2022 MERCHANDISE!

Visit the Otakon Convention Merch Booth in the Dealer Hall for

- T-shirts
- Kigurumis
- Clothing
- Stickers
- Throwback items
- *and much more!*



To all of our members, friends, and family who helped us through the last few years...

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Online Assistance & Social Media

Get answers to your questions:

HelpDesk: Submit a ticket through help.otakon.com

Make sure to follow us on Social Media for updates and general happenings during con!

Facebook: https://www.facebook.com/Otakon
Twitter: https://twitter.com/Otakon (@Otakon)
Instagram: https://www.instagram.com/otakonpics
TikTok: https://www.tiktok.com/@otakonofficial

WELCOME FROM THE CHAIRPERSON

Dear fellow Otafans,

It has been my honor to be your Convention Chairman again for Otakon 2022. Our theme this year is "Time Skip," and it doesn't seem that long ago that I was with my family at Otakon 2001. Visiting Baltimore, experiencing our first Otakon, and getting stopped constantly for my daughter to get her picture taken while she was cosplaying Chibi-Chibi from Sailor Moon (she is Panels staff now, so say "Hi!" if you see her!).

Now here we are in 2022, and I have a bigger family, and a bigger Otakon family too!

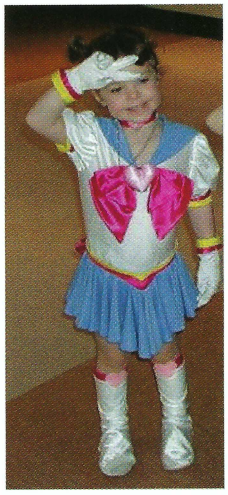
As in past years, we are excited to be back in Washington D.C., and continuing to partner with our friends at the Walter E. Washington Convention Center, Events DC, and both the Marriot Marquis and Renaissance.

This year, we have our Dealers Room, Video Game Hall, Artist Alley, and tons of Panels, Workshops, and Videos. Returning from hiatus this year are things like the Manga Library, Otachan, Makerspace, Lolita Garden, and the Dance. Expanding this year among our activities are things like Lyra's Formal Ball on Friday night, and an extended Idolspace lineup all weekend long.

For the first time in many years, we have KPOP back at Otakon, for our Friday night concert! Don't miss the Masquerade on Saturday either, an event that is very dear to me personally. I'm really excited for our Sunday concert too, with an orchestral and rock band performance featuring several of our guest composers who arranged all the music!

With so much going on, I know you will find something fun to do all weekend. Also, I hope that when you attend Otakon in the future, that you can "Time Skip" back to remember all the fun things we did together, this, and every year.

R. BRIAN CUTLER
OTAKON 2022 CONVENTION CHAIRPERSON



ChibiLibby as
Chibi-Chibi from Sailor Moon

OTAKON RULES

BEHAVIOR POLICY ("THAT RULE")

Your membership in Otakorp, Inc. entitles you to enjoy the primary benefit of that membership: you get to attend Otakon! But as the man said, with great power comes great responsibility.

We work very hard to ensure that Otakon takes place in a safe, family-friendly environment, but we need your cooperation. We have policies to address specifics, such as weapons and lost children. We also have a general policy that we do not tolerate disruptive behavior of any sort, and we can and will take action, when we see something we feel is dangerous or disruptive. The type of action we take may range from a quiet but stern word in private to forcible ejection from the convention, revocation of your membership in Otakorp, Inc., or even criminal charges.

Action taken is solely at the discretion of Otakorp, Inc. The sorts of things that may trigger such action include, but are not limited to, verbal/physical/sexual harassment, fighting (fake or real), heckling, impeding traffic flow, offensive behavior, failure to observe basic hygiene, public inebriation/intoxication, or any other failure to follow the rules and directions of staff members. Remember, anything that is illegal outside the Convention Center, is illegal inside! If your behavior is clearly problematic, we will deal with it as such. Show common courtesy to your fellow otaku, and follow the rules, so there are no problems.

LINE ETIQUETTE

With so many people attending, waits in lines may last hours. We know that this is frustrating, but it is unavoidable. Please don't take it out on other attendees, or on the staff, and please remember that following the directions of staff members will make the lines smoother for everyone! When lining up, be sure to check for Otakon Staff holding "Line Starts Here" and/ or "Line Ends Here" indicators. We can't promise to have them up for every event, but please be mindful of them, to get you in faster!

NOTE: Members caught jumping in line will be sent to the rear of the line. You will not be allowed to hold places in line. Lines cannot block entrances or exits, so leave a gap in front of the doors, per Fire Codes.

CAMERAS AT OTAKON

The usage of photographic devices is prohibited within certain areas of the convention, including but not limited to Video Theaters, within Main Events and/or concerts, and in the Art Show. All such areas will be marked, so please pay attention. Prohibited devices include, but are not limited to, cameras (both film and digital), camera phones, and camcorders. Photography within the Artist Alley is only allowed at the discretion of the individual artist. Permission must be obtained from the artist for photography of any kind. Events that allow photography will be marked as such.

When stopping to take photographs in the hallways, please be considerate of your fellow members by being brief and not blocking traffic.

PHOTOGRAPHING GUESTS AT OTAKON

Otakon's guests have the right to maintain their privacy. Convention members may be asked to refrain from photographing guests if the guests would prefer to not have their picture taken. Guests have been known to join con-goers for photo opportunities, but there are no guarantees.

CHILDREN AT OTAKON

Otakon is a fun family event, but also one of the largest Japanese animation conventions; there is an expected attendance of at least 30,000 people. As a result, Otakon wants to ensure the satisfaction and safety of all of our members, especially children. In order to safeguard the well being of our youngest attendees, Otakon has put these policies into effect and offers some advice to keep track of children at any large convention. A parent or guardian must accompany any and all children under the age of 12, at all times.

Children are required to carry some form of written identification and parent/guardian contact information with them at all times, so that Otakon staff may contact the parents or guardians should the need arise. THERE IS NO CONVENTION-WIDE PUBLIC ANNOUNCEMENT SYSTEM. We are unable to page your child, if he/she becomes lost.

RECOMMENDATIONS

First and foremost, please do not leave your child unattended at Otakon. As mentioned before, we are expecting an attendance of over 30,000 people at the convention. It is easy for a young child to get lost in a crowd this large.

Make sure your child knows important information, such as your name, what you are wearing, what hotel you are staying at (if any), a cellular phone number, and a home phone number. If a child is lost, we will make every attempt to contact you via this information.

It is a good idea to set up meeting places and times for children older than 12. Otakon suggests that you do not use the following locations as meeting areas: the Dealers Room, as it is constantly crowded and extremely large, and the video theaters because they are dark and also fairly large. We do suggest using landmarks, such as the grand staircase or the rainbow pillar in the Convention Center. Any of the Otakon Information Desks are also good meeting spots.

In the case that you cannot find your child at your designated meeting place, and you cannot establish contact, please notify an Otakon Information Desk attendant.

Otakon wishes you and your children a safe and happy convention!

DANCE AT OTAKON

Only Otakon members will be allowed into the dance. Valid Otakon 2022 Membership badges must be clearly displayed at all times within the dance area. Otakon is not responsible for members' bags. This includes but is not limited to outside, beside, or near the entrance to the dance.

- No bags (of any size) will be allowed in the Hall during dance hours. Empty plastic bottles will be allowed into the dance. Any other container types will not be allowed.
- No large costume props allowed.
- No commercial grade photography or videography equipment is allowed.

Please be considerate of the other dancers and REMEMBER, drink plenty of water!

NOTE: All other Otakon policies are enforced in the dance, such as disruptive behavior and swinging items attached to rope/ string/chains/ etc.

OTAKON RULES

18+ POLICY

There are certain events at Otakon that are designated as 18+. Members who wish to attend these events must be at least 18 years old and MUST obtain a wristband from the wristband booth near Registration prior to the event. Please have your identification ready when obtaining your wristband. Otakon Staff will not be able to check identification at the door.

SIGNS AT OTAKON

While we understand the appeal of signs as ice-breakers and conversation starters, there have been too many complaints from other members about offensive content or signs that amount to little more than pan handling. No signs are permitted except for those signs that are an established part of a costume (i.e. the sign must be part of the standard "look" of the character, such as the sign carried by Genma the Panda from Ranma 1/2). Those members wishing to post notices or find other people should use the bulletin boards provided. Please note that signs asking for food, money, hugs, etc. are considered panhandling and signs offering to exchange any sort of sexual favor (kisses, hugs, glomps, etc.) are considered solicitation.

Signs with offensive content are not allowed regardless of whether they are "in character."

Signs in violation of this policy will be confiscated. Repeat offenders will be considered in violation of the disruptive behavior policy.

Please note that this policy applies to all types of signs, regardless of construction. Otakon staff decisions regarding signs are final.

WEAPONS AT OTAKON

Weapons policies at Otakon are for your (and others') safety, and include (but are not limited to) the following:

NON-PERMITTED WEAPONS

NO METAL WEAPONS will be permitted on the premises of the Walter E. Washington Convention Center, without exception. This is defined as:

- Swords, spears, bayonets, and knives (regardless of whether they are sheathed)
- Star knives and shuriken
- Metal gun/firearm props (regardless of functionality).
- Other components (metal or non-metal) of costumes or props which may be sharp, capable of taking an edge, or are otherwise potentially a safety risk, are subject to approval by Otakon Staff.
- The ONLY exception to this rule is that metal armor (chain, scale, plate) is now permitted, pending it contains no sharp edges. All armor is subject to inspection at-con to ensure it is not sharp or otherwise pose a safety risk/hazard.

NO PROJECTILE WEAPONS OF ANY KIND will be permitted. Examples include, but are not limited to:

- Real or antique firearms (to include replica or "demilled"
- Air rifle, air gun, air pistol, B-B gun, spring gun, blowgun, bow gun, bean shooter, sling, projectile, dart.
- Airsoft (or similar type) guns, regardless of whether functional or not, are strictly prohibited. A non-functional Airsoft gun with no moving parts is still an Airsoft gun.
- Stun guns and Tasers
- The ONLY exceptions to this rule are: nonfunctional nerf and water guns (that cannot fire and contain no projectiles/liquid). Functional versions of these will be immediately removed from the convention space.

NO COMPOUND BOWS are permitted within the Walter E. Washington Convention Center. Additionally, authentic arrows (tipped or non-tipped), including crossbow bolts and other projectiles, will not be permitted.

NO "PADDLES" of any sort will be permitted at the convention. This includes, but is not limited to, Yaoi/Yuri Paddles.

NO NUNCHAKU of any kind will be permitted. Nunchaku are defined as two sticks or other body connected at their ends with a short chain or rope. Two sticks can be made of any material, or shape.

NO EXPLOSIVES or CHEMICALS of any kind including, but not limited to: smoke powder, sparklers, or fireworks of any kind.

Finally, if it is illegal in the limits of the District of Columbia, it is illegal inside the Walter E. Washington Convention Center. Illegal weapons will be reported to the appropriate authorities.

PERMITTED PROP WEAPONS

Staves, bo sticks, boken, shinai, and wooden swords will be permitted as long as they are handled responsibly and meet all other criteria.

Resin cast or solid rubber model guns (such as red/blue training weapons) that are easily identifiable as toys/props or are clearly marked with a non-removable orange tip.

Fake, prop, or made-up weapons (i.e. made of tissue paper, plaster of Paris, cloth) are permitted if they are safe and not dangerous to others around you. Examples of dangerous conditions include, but are not limited to, items that may trip others, items that can snag on people or surroundings, items that obstruct doors and hallways.

Prop weapons shall be limited to less than six feet six inches (6'6") in height and less than fifty pounds (50lbs) in weight.

Any chain must be less than three feet (3') in length regardless of material. This includes, but is not limited to, chain wallets and non-costume chains.

Bows may be carried in the convention space, provided they are NOT strung with authentic bowstring, and any alternative material used (e.g. twine, yarn, any other non-functioning material) is not attached to the bow in a taut (tight) fashion. All bows must comply with all other general policies - no live steel or sharp edges, and not more than 6'6" in height. Prop or toy arrows clearly marked as such are allowed. If our staff feels your bow or materials do not meet all of these criteria, you'll be asked to remove the prop immediately from the convention space.

BEHAVIOR WITH WEAPONS/ARMOR/PROPS

Misuse of a weapon, armor, or prop (such as swinging it in a public area or posing a hazard to others, as determined by staff) will result in the weapon or prop being deemed unsafe for the convention, and you will be asked to remove the item from the convention center.

All edged or other non-permitted weapons purchased in the dealer's room will be held in a secure room until the purchaser is ready to leave the convention center. At such time, they will go to the specified room to retrieve their weapon. Attendee may be required to provide a photo ID and will be required to immediately exit the WEWCC after retrieval.

All props and weapons brought into the convention will be inspected for policy compliance by authorized Otakon staff and/or DC Metropolitan Police, including those that may have had prior approval (other conventions, previous conventions, or pre-convention approval by Otakon staff).

Any item that poses a potential safety hazard may need to be removed from the convention.

This includes any costume, prop, or accessory that obstructs doors or hallways, or otherwise poses any kind of danger to other attendees, staff, or convention center property.

When in doubt, check with Otakon staff.

Wheeled vehicles, carts, props, shoes & skates are not permitted inside the WEWCC. The only exception is for wheelchairs and other ADA compliant mobility devices.

The use of drones and RC aircraft are not permitted inside the WEWCC.

Remember: Just because a staffer has not stopped you to check your item does not mean that the item is allowed. All decisions made by Otakon and/or the Public Safety Staff of the Walter E. Washington Convention Center are final.

This policy is subject to change at any time.

AUTOGRAPHS

There are a few ways to get an autograph from a guest at Otakon.

Official Otakon Autograph Sessions: These are controlled by Otakon. They are listed in our schedule and are generally one hour long, and each person is limited to ONE ITEM. Guests at these official sessions will not charge to autograph that one item (your Otakon program book or any legitimate item), but may sell photos and other merchandise, or charge for additional autographs.

Guest Table Autographs: These are generally controlled by the guest. Guests who have dedicated space in the Dealers' Room will generally sign the Otakon program book free of charge but may charge for other items or sell merchandise of their own. Rates and rules are set by the guest and will be posted at the table. Where possible, that information (as well as any known scheduled times) will be on the Otakon website as well.

Industry Sponsored Autographs: These are controlled by the company who sponsors the guest (or a particular session) and are typically for the promotion of a new show. They may require purchase of a particular item to get an autograph, and they do NOT have to sign anything for free.

Post-Concert Autographs: These are controlled by the musical guest's management or label, and typically take place immediately after the concert featuring that guest, at the merchandise table outside the concert hall. These typically require the purchase of some kind of merchandise from that table.

HOW OFFICIAL OTAKON AUTOGRAPH SESSIONS WORK

Official line-ups start approximately ONE HOUR PRIOR to the guest's listed time. At that point, autographs staff will direct you to the designated line-up area for that guest session. (ONLY the official line counts when it comes to placement.)

When the line is formed, if the number of people attempting to line up exceeds the space available, we will begin handing out overflow tickets to the remaining people in line, with a time printed on them (subject to availability). Please return at that time, and we will add you to the end of the line as space becomes available. These tickets are no guarantee of receiving an autograph, and in many cases the guest will not get through the initial group of people within the allotted time, but if a guest is particularly fast this does give you another opportunity. Overflow tickets are only for that specific session and do not confer any special placement for later or unrelated signings unless otherwise noted.

FRONT OF LINE PASSES: Contest winners and others may have special passes that allow them to move to the front of the line. (These cannot be purchased, only won or awarded, and they are VERY limited.) If you have one, find a staffer and present it, ideally just before the start of the autograph session.

Otakon staff reserve the right to refuse access to any member who fails to follow the rules (or attempts to circumvent them). Anyone caught in the act is subject to the disruptive behavior policy, and risks having their membership revoked.

Otakon staff reserve the right to make changes to guest policies as circumstances dictate. If you have a question about policy, please see the Otakon staffer in charge of the guest appearance or signing. All staff rulings are final.

PROPER AUTOGRAPH ETIQUETTE

BE PREPARED. Have your DVD or CD insert pulled out and ready, have your name clearly printed on a card or Post it note, and think about what you want to say before you are anywhere near the guest.

DON'T WASTE EVERYONE'S TIME. There's a long line of people waiting behind you, so be courteous to them. Don't ask for selfies, beg for hugs, or tell your life story to the guest.

FOLLOW THE RULES. One item per person is the default rule. If the guest doesn't have a big line, you may be able to spend a little more time or get another item signed -- but please check with the staffer on duty first.

PHOTOGRAPHS & PROMOTIONAL MATERIAL POLICY

Participants in Otakon or other Otakorp, Inc. events are granting their permission to be photographed or recorded by authorized Otakorp, Inc. individuals. By purchasing your membership, you inherently grant Otakorp, Inc. permission to use such images or footage for archival or promotional purposes.

MEMBER ACCESSIBILITY

Otakon makes every effort to accommodate the needs of our diverse membership. If you have accessibility concerns, please let us know so that we can ensure the proper accommodations are available. The Member Accessibility desk is located near the main registration area, on the left side of the Main Entrance Lobby. If you have any questions about the resources we provide, we encourage you to stop by and talk to us (or come by if you just want to say hello-we love hearing from our members!). Typically, the services we can provide are meant to help accommodate those with visual/auditory limitations or those with any mobility issues, including trouble standing for long periods. Please come talk to us if you feel you may need those accommodations.

For those who may need it, please come to the desk for more information about our ASL interpretation services. We also have a quiet room available in the WEWCC (Room 142). We understand that coming to our desk may be intimidating for some members (we don't bite, though) and so this room is open to the public. If you encounter any problems in the quiet room, please come to the desk or contact the closest staff member or the gofer watching the room and ask them to call for Member Accessibility.

Member Accessibility does not provide medical providers/ professionals, medical services, or rent out medical equipment, such as wheelchairs. Please contact emergency services (911) or third-party vendors if you require either of these. We are also not a skip the line pass for events. We do our best to accommodate your needs, but you may still be asked to wait like all other attendees. We will make a reasonable effort to make sure that your experience is comfortable but please feel free to let us know how we can improve.

Ukiyo-e Heroes

THE BEST PINS AT OTAKON

Scan to get a special discount

Buy 2 Get 1 Free!

Scan to see my location on the map

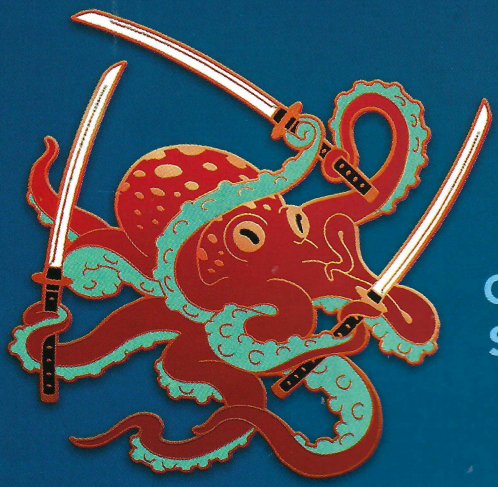
COME EARLY - My pins sell out fast

Beetle Knight

Taiko Drum Cat

Frog Samurai

Pearl Dragon

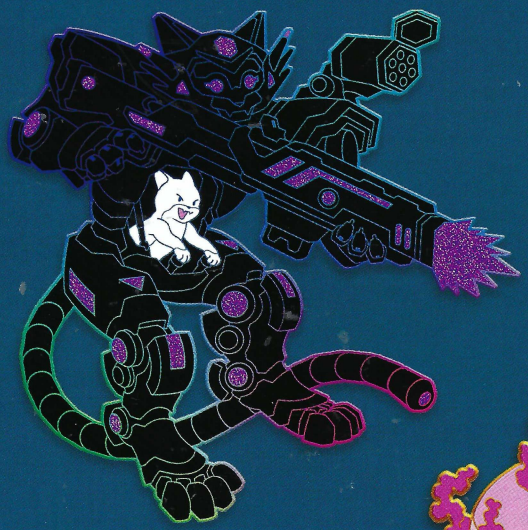


Octopus Samurai

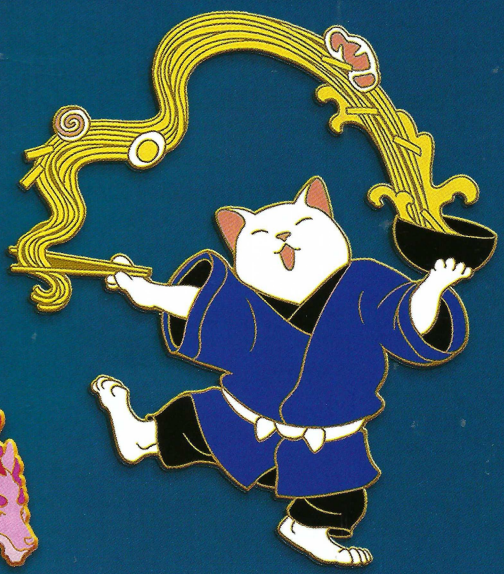
Obsidian Dragon

Bee Archer

Mount Fuji



Black Mecha Cat



Ramen Cat

Sakura Dragon

Street Noodle Vendors

Ramen Dragon

CODE OF CONDUCT

PURPOSE

Otakorp is a 501c3 non-profit educational organization run entirely by volunteers. This code of conduct outlines our expectations for all those who participate in our events, meetings, corporate business, and community social media, as well as the consequences for unacceptable behavior. We are committed to providing a friendly, safe and welcoming environment for all, regardless of gender, identity, age, sexual orientation, ability, ethnicity, socioeconomic status, and religion (or lack thereof).

We invite all those who participate in Otakorp to help us create safe, friendly, and positive experiences for everyone. If you see someone who is making an extra effort to ensure our community is welcoming, friendly, and encourages all participants to contribute to the fullest extent, we want to know.

CODE OF CONDUCT

Your cooperation is needed to ensure Otakorp, Inc. events and communication channels are a safe and family-friendly environment. Disruptive behavior or harassment of any sort is not tolerated. Violations of our Code of Conduct may result actions such as:

- A private discussion of behavior with the appropriate parties
- Forcible ejection from the event
- Revocation of your membership in Otakorp, Inc.
- Ban from online participation and/or future events

1. EXPECTED BEHAVIOR

The following behaviors are expected and requested of all Otakorp, Inc. volunteers and participants:

- Participate in an authentic and active way. In doing so, you contribute to the health and longevity of this community.
- Exercise consideration and respect in your speech and actions.
- Attempt collaboration before conflict.
- Refrain from demeaning, discriminatory, or harassing behavior and speech.
- Be mindful of your surroundings and of your fellow participants. Alert community leaders if you notice a dangerous situation, someone in distress, or violations of this Code of Conduct, even if they seem inconsequential.
- Remember that community event venues may be shared with members of the public; please be respectful to all patrons of these locations.

2. UNACCEPTABLE BEHAVIOR

The following list of behaviors provide examples of what is considered unacceptable within our community. Unacceptable behavior includes, but is not limited to:

- Violence, threats of violence or violent language directed against another person.
- Sexist, racist, homophobic, transphobic, ableist or otherwise discriminatory jokes and language.
- Posting or displaying sexually explicit or violent material (excluding designated 18+ content, panels, etc).
- Posting or threatening to post other people's personally identifying information ("doxing").
- Personal insults, particularly those related to gender, sexual orientation, race, religion, body type, or disability, etc.
- Heckling
- Public inebriation/intoxication
- Non-consensual photography or recording (excludes Otakon's official Con Coverage Photographers)
- Non-consensual physical contact. You need to have someone's consent before touching them.
- Unwelcome sexual attention. This includes: sexualized comments or jokes, inappropriate touching, groping, and unwelcomed sexual advances.
- Sustained disruption of community events, including talks and presentations at meetings and conventions.
- Continuing to engage in such behavior after you have been asked to stop.

Anything that is illegal in the community is also illegal at our events.

3. CONSEQUENCES OF UNACCEPTABLE BEHAVIOR

Unacceptable behavior will not be tolerated from any member, volunteer, attendee, participant, sponsor, vendor, contractor, partner, or guest.

Anyone asked to stop unacceptable behavior is expected to comply immediately.

If a member engages in unacceptable behavior, Otakorp may take any action they deem appropriate, up to and including a temporary ban or permanent expulsion from participation, without warning (and without refund in the case of a paid event).

4. REPORTING GUIDELINES

If you are subject to or witness unacceptable behavior, or have any other concerns, please notify a community moderator as soon as possible.

At a convention or event, contact Access Control. Locate an Otakorp Volunteer Staffer if you need assistance locating them (they will typically be wearing a black shirt labeled "Otakon Staff" and they will be wearing a staff badge). Access Control will escort the person in distress to a safe space (quiet room, Access Control, Staff Support, etc).

If you wish to report online, please use the Contact Us link on our website and specify "Code of Conduct" in your subject.

If the incident occured on our BBS, you can flag the message as inappropraite to our moderators.

5. ADDRESSING GRIEVANCES

If you feel you have been falsely or unfairly accused of violating this Code of Conduct, you should notify us with a concise description of your grievance. Please see Contact Info section for how to contact us. Your grievance will be handled in accordance with our existing governing policies.

6. SCOPE

We expect all community participants (contributors, paid or otherwise; sponsors; and other guests) to abide by this Code of Conduct in all community venues–online and in-person–as well as in all one-on-one communications pertaining to community business.

Limitations: Illegal Code of Conduct violations occurring outside of official event or online spaces cannot be enforced by Otakorp; situations of this nature might require engagement of law enforcement by the individual. Examples including, but not limited to: stalking, drugs, weapons, assault (sexual or otherwise).

7. VOLUNTEERS

Otakorp is a 501c3 non-profit educational organization run entirely by volunteers. As a volunteer for Otakorp Inc., you are expected and required to conduct yourself in a professional and business appropriate manner at all times while representing the organization. Harassment of any kind will not be tolerated. Violations of Otakorp policies or the code of conduct will be considered grounds for possible and immediate dismissal.

8. CONTACT INFO

You may contact us about this code of conduct using the Contact Us page and specify "Code of Conduct" in your subject.

9. LICENSE AND ATTRIBUTION

Portions of text derived from the Django Code of Conduct, the Citizen Code of Conduct, and the Geek Feminism Anti-Harassment Policy.

Approved by the Otakorp Board of Directors, September 16, 2017

AMV Contest

AMV THEATER - ROOM 202

Come watch a two hour showcase of top-notch Anime Music Videos from around the world as their creators compete in this year's AMV Contest. Help us determine the winners by voting for your favorite AMVs on Friday and/or Saturday. Ballots will be provided.Results will be announced during the "AMV Contest Winners" screening on Sunday.

Art Show & Live Auction

HALL A

View fan art and original pieces, or even submit and sell your own. Register as an artist and/or bidder, or stop by to peruse the fine wares offered by our members. Exciting live auction held Sunday.

Art Show Public Hours:

Friday: 1:00pm-10:00pm
Saturday: 11:00am-9:00pm
**Bidder registration begins at open on Friday, and closes at 8:45pm Saturday*

Artwork Registration:

Thursday 5:00pm-8:00pm (AA Closed to Public
Friday 9:00am-1:00pm (AA Closed to Public)
Friday 1:00pm-10:00pm **online bidding opens 1:00pm*
Saturday 11:00am-9:00pm **bidding closes 9:00pm*
**Artist Registration closes at 8:45pm Saturday*

Live Auction and Art Pickup:

Live Auction begins Sunday 11:00am
Art Pickup Sunday: 10:00am-2:00pm

Opening Ceremonies

MAIN EVENTS BALLROOMS A/B

Join us for a preview/highlight reel of this year's guests! There may also be an announcement or two. Check schedule for time.

Closing Ceremonies

MAIN EVENTS BALLROOMS A/B

Join us as we honor the winners of the contests held this convention. You'll also get an opportunity to see the Otakon highlight reel and the winners of this year's AMV Contest. Stick around for the con feedback session followed by announcements of next year's dates. Please refer to the schedule for time.

Artist Alley

HALL A

The Artist Alley at Otakon is a chance to meet hundreds of artists and experience their work up close. A wide variety of talent can be found here, making this a great opportunity to get a heads up on the artists of tomorrow and a chance to get close to the ones of today. So come see your favorite artists, crafters and web comic creators up close, and see how they create the things you love. With many works for sale and artists taking commissions, you never know what goodies you'll walk away with. Refer to the Awesome Sheet of Awesomeness for hours of operation.

Cosplay Coordination

MARRIOTT MARQUIS

The Otakon Cosplay Coordination department is back for another year to help facilitate and promote cosplay photoshoots! Because the photoshoots are Otakon 2022 official, they're on the schedule. If you're going to cosplay, check it out and see if there's a relevant photoshoot you can attend: there's everything from anime to manga to video games listed in the guide! Even if you don't cosplay, but like to scope out all the great costumes on display, you're welcome to observe the photoshoots and even take pictures, as long as you're not disturbing the cosplayers or photographer for the event—and as always, follow the directions of Otakon staffers and obey the Otakon and Con rules! If you have questions, don't hesitate to find a staff member or go to an Info Desk!

Cosplay Rescue

ROOM 101

Cosplay Rescue staff are prepared to fix almost anything and everything that comes through the door in Room 101, and have yet to send anyone away without a repair. This may include hot glue failure, worbla re-shaping, makeup smudges, wig wandering, torn seams, torn fabric, snapped staffs, acts of Cthulhu, and logistical restructuring of costumes that defy the laws of physics and fabric. Cosplay Rescue is equipped with privacy curtains for sensitive repairs. *Cosplay Rescue is always free of charge.*

Cosplay Rescue hours:

Friday & Saturday: 9:00am-noon, 3:00pm-8:00pm
Sunday: 10:00am-2:00pm

Portable Kaiju Super Battle League

VARIOUS LOCATIONS

Welcome to fourth annual meeting of the portable Kaiju super battle league, do you have what it takes to beat our battle masters, stand against the serious shi, and face the other champions to be crowned this year's League grand champ. Then bring your Pokémon team to the game room and show us what you've got.

Masquerade

MAIN EVENTS

Competitors ranging from enthusiastic novices to seasoned veterans will use every skill at their disposal to amaze and astound you with their wild costumes and even wilder skits! The show begins at 6:30pm Saturday beginning with the Hall Costume Contest Fashion Show followed by the Masquerade.

Masquerade performances begin at 6:30 pm on Saturday.

EVENTS & ATTRACTIONS

Hall Costume Contest

ROOM 159

The Hall Costume Contest is our cosplay craftsmanship competition. You can enter by stopping by Room 159 between 11:00am and 11:45am Friday or 10:00am and 10:45am Saturday. You can also check out some of the competitors at the catwalk during the Masquerade.

Dealers Room

HALL B/C

Come satisfy your capitalist urges in Otakon's Dealers Room! Vendors in the Dealers Room sell a variety of anime-related and Asian pop culture merchandise, as well as Otakon merchandise to immortalize your weekend of otaku-tinged joy. Please note: we've learned from experience that planning to meet your group of friends in the Dealers Room is a needle-in-haystack proposition, so please make plans to meet somewhere less gigantic.

Otacafé Karaoke

ROOM 149

Come decompress at the Otacafe, where you can hang out or perform. The stage will be open most of the convention for open-mic karaoke, and we'll have tables provided for mingling and eating.

Operational Hours:

Friday: 11:00AM - 11:00PM
Saturday: 10:00AM - 11:00PM
Sunday: 10:00AM - 2:00PM

Rules:

1. **You may sign up to sing only one song at a time.** If you are currently signed up to sing a song, you may not sign up again until you've finished singing that song. This rule also pertains to singing with another person.
2. **We allow songs from anime, Japanese video games, and Japanese artists.** English versions of anime songs are fine.
3. **Song length limit is six (6) minutes.** It's okay to sing a longer song, but we'll need to stop playing it at the 6-minute mark.
4. **Two (2) people maximum on stage at once.**
5. **No Jumping on or off the stage.**

How to Sign Up:

1. **Pick your song.** We have songbooks listing the karaoke tracks we have on-hand. You can sing other songs too, but you need to have it with you, or it needs to be on YouTube.
2. **Sign up to sing.** We have signup slips at the front. We need:
   - Your name(s): Enter the name(s) of all people who will be singing the song.
   - Music source: "Otacafe" means that we have the song listed in the songbooks (Song will be a karaoke version).
   - Lyrics needed: Romaji means a phonetic guide for Japanese lyrics in roman letters. Kanji means Japanese characters.
   - Additional information: It's also helpful if you can provide additional information such as:
     - Do you want the short version of the song?
     - Do you want to sing to a karaoke version or vocal version?
3. **Take your number.** Take the number slip with the same number on it as the signup slip you signed up on.
4. **Wait to sing.** Enjoy the other performances as you wait to sing!
5. **Sing!** When we call your number/name, come up and perform! If you're providing a music playing device, please remove the cell phone case and turn the volume up to 100%. Also have it playing and paused at the beginning of the song.

Lost & Found

SALON F

Have you lost or found an item? Please visit the Otakon Convention Lost and Found department to file a form for your lost item or to turn in a found item. We are dedicated to assisting the members and staff when they have either lost or found an item. Our purpose is to efficiently and effectively return all items to their rightful owners while abiding and adhering to the policies of Otakorp, Inc. Each year, the Lost and Found Department strives to improve their return rate, by providing members with the most organized, effective, and respectful services and abiding by the department motto, "Members first."

Operational Hours:

Thursday: 3:00PM - 10:00PM
Friday & Saturday: 8:00AM - 1:30AM
Sunday: 8:00AM - 3:00PM

Video Gaming

HALL D

Hot hands (and feet) make their way to the Video Gaming Hall, where you can melt plastic playing the hottest games from the other side of the world.

Information Desk

ALMOST EVERYWHERE

Think of this as your one-stop source for information. If we don't know the answers to your questions we will be able to find someone who does.

Otaku Dance

MARRIOTT MARQUIS M2 - CLUB OTA

The Otaku Dance is a dance party featuring DJs of all different styles and cultures. Friday and Saturday night the DJs spin everything from remixed pop songs to drum and bass, anime remixes, and everything in between. The dance occurs on level M2 in the Marriott Marquis from 9:00pm to 1:30am on Saturday. If you like loud music, a great crowd, and dancing all night, then this is where you want to be! Please be aware that no bags are allowed in the dance.

Manga Library

ROOM 152B

The Manga Library, presented by AnimeNEXT, is a great place to read that manga that you've been meaning to check out. With hundreds of volumes of manga on the shelves you're sure to find something that will interest you. Librarians will be on hand to answer any questions that you might have. Just as some say the book is always

better than the movie, there are some that say the manga is superior to the anime. Now's your chance to find out!

Operational hours:

Friday: 10:00am - 8:00pm
Saturday: 10:00am - 8:00pm
Sunday: 10:00am - 3:00pm

Panels

VARIOUS ROOMS

Otakon proudly features an extensive track of fan-based panel content that ranges from professional educational content to game shows and fun informational discussions and performances and presentations. Panels is excited to bring old favorites and the newest of new content to Otakon every year.

Workshops

VARIOUS ROOMS

Let your creativity spark within the Otakon Workshops track! Whatever way that you express yourself, you will find a home in Workshops. These interactive events will help you learn a new skill or hone your existing talents no matter your age or experience level.

The Workshops track includes interactive and hands-on content. Included in our programming are classroom-style events, dance events, game shows, Makerspace, Otachan, and Idolspace. Our classroom inspiration covers a multitude of artistic media, and our dance Workshops cover everything from KPOP to cultural dancing. Makerspace and Ota-chan allow those young and old the freedom to create unabashedly with both guided and independent crafting. Idolspace is where your dreams come true; you can watch and interact with established and new Idols in an atmosphere by fans for fans.

Workshops programs are a great destination for those looking to get inspired in the company of other Otakon attendees. So let's have fun together!

Iron Editor

SATURDAY - AMV THEATER - ROOM 202

What's old is new again, as two expert AMV editors take older anime along with their modern re-tellings, and try to craft a coherent AMV in just 2 hours. Then, as if that's not hard enough, they'll be judged by a panel of their peers. There will be games, trivia, and cake. One of those three is a lie and you know which one it is.

See Guidebook for Iron Editor schedule.

MAID CAFÉ

ROOM 146A

Come celebrate this year with the Maid Café! Buy a ticket at the GROWTIX marquee by registration for an unforgettable 60-minute show. Grab a seat, relax, and play games with our lovely and talented maids and butlers. Prices start from $5. Seating is limited - buy your ticket early to join in the fun! Queue forms 15 minutes before showtime.

Operational hours:

Friday: 11:00am - 9:30pm
Saturday: 10:00am - 8:30pm
Sunday: 11:30am -12:30pm **one show only!*
See ticketing for specific showtimes.

Rules of the cafe:

1. No flash photography or cellphones during the Performance. Photo ops will be provided within the cafe; no outside photos permitted.
2. Don't offer or request personal/contact info.
3. Don't touch the performers.
4. Don't harass or stalk the performers.

Otakon Game Show

ROOM 207

Mix 1 part Trivia, 2 parts Double Dare, and 1 part Let's Make a Deal, and you have the Otakon Gameshow! You'll laugh, you'll cheer, you'll have candy thrown in your general direction, and you might win big prizes! Do you have what it takes to be an Otakon Gameshow Champion?!

Live-Action Role Playing (LARP)

OTALARP ROOM 201

LARP is a combination of improvisational acting and a set of rules for situations that would be unsafe to act out. In this LARP you take on the role of an anime character in a setting that we have designed. Along with the other players you will create a weekend long crossover fanfiction. You do not need any special props, tools, or costumes, just an imagination and a willingness to interact with others. The LARP mainly takes place in a designated area within the convention center. While the LARP runs throughout the weekend, you can participate as much or as little as you desire. Here is a preview of this year's story:

"Have you ever wanted to see what it would be like for Vegeta to assist Sailor Moon in a school play? Or for Char Aznable and Ash Ketchum to play Shogi together? Come join OtaLARP, "The Filler Episodes! (tm) ". No terrible calamity will befall our heroes (or villains!) this year! Well, nothing planned, anyway..."

Operational hours:

Friday
Noon-2:00pm *Registration and Designated Character Pick-up*
3:00pm-4:00pm Opening Meeting and Story Start
4:00pm-Midnight *Open Play*
Saturday
9:30am-6:00pm *Open Play*
6:00pm-8:00pm *Dinner*
8pm-Midnight *Open Play*
Sunday
9:30am-Noon *Open Play*
Noon-2:00pm *Final Events*
2:00pm-3:00pm *Closing Ceremonies*

EVENTS & ATTRACTIONS

Member Accessibility

GRAND LOBBY

The Member Accessibility Desk is located near registration on the left side of the Main Lobby Entrance. We're here to address questions you may have about accessibility-related concerns. We want all of our members to have a great Otakon 2019! Stop by to ask about the Quiet Rooms, solicit the services of an ASL interpreter, or just to say hello!

Photosuite

SALON A/B/C

Our Photosuite teams photograph solo or group cosplayers, and arrange all lighting, backdrops, and equipment as necessary to capture your desired images. Photosuite has a great team of studio photographers who work with you to capture specific photographic settings that best employs our equipment to ensure the best possible shot of your artfully and painstakingly crafted cosplay. Our excellent staff do their best to make you comfortable in order to fully immerse yourself in the roleplay of your character, and will adjust your poses and other details to ensure you can relax into the experience! Many options are available to receive your photos after your shoot, so don't hesitate to ask our staff any questions you may have!

ANIBeat Idol Stage

FRIDAY AND SUNDAY - IDOLSPACE - ROOM 206

Otakon's very own ANIBeat Idol Stage is back and is hosting additional programming this year! Our seasoned Idols will host interactive programs and classes to help those looking to venture into the culture and allow blooming Idols to have their moment. The new "Now Presenting" Idol festival will feature new Idols their first time to shine on a stage and find a new fanbase.

Attendees will interact and have photo opportunities with their Idols. Come meet fellow fans of Idol culture and Idols themselves! Bring your enthusiasm and best wotagei for a diverse array of performances and programs.

See Guidebook for Idol Stage performance schedule.

Otachan

ROOM 156

Otachan is back and better than ever! For all the kids and kids at heart Otachan will provide Asian-influenced content with kid centered content.

This space will provide games, activities, entertainment, and crafts for the next generation of fans and their families. Kids and families will have their selection of featured crafts to make as well as open-ended projects and supplies. These range from origami and kanji sheets to carp kites and small dolls.

Stop by and awaken your inner Otaku-chan!

**Please note: Otachan is not a daycare. Parents are responsible for staying with their child[ren]. Besides, if you leave you'll miss out on all the fun!*

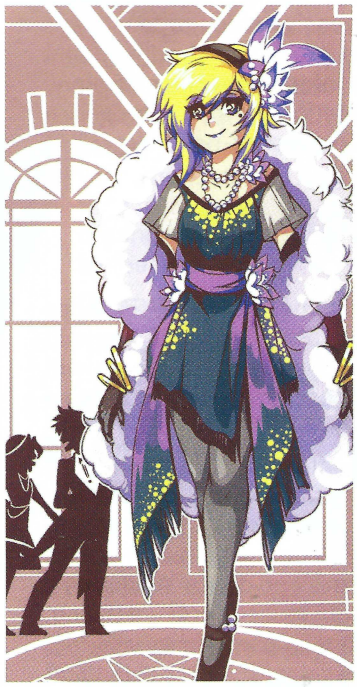
Ota-Museum

ROOM 155

Take a walk through Otakon history. Check out old merch products, program books, and interesting historical facts about your favorite convention!

Lyra's Formal Ball

FRIDAY AT 8PM - CLUB OTA - ROOM 206



Prepare for an evening of cosplay, music, and dancing. We look forward to seeing everyone dressed to the nines!

In general, clothing should be modest, not skin tight, and not reveal a large amount of skin. It should also not drag on the floor with a long train. Think of what a person or character might wear to a formal event like a wedding or prom. Crossplay is welcome as long as the attire is appropriate for the character being portrayed. Accessories like top hats, canes (that meet our weapon/prop policy), or hand fans are welcome. Full dress code rules are online.

Lolita Garden

MARRIOTT MARQUIS M2 SALON 12-13

The Lolita Garden is where Lolitas and fashionistas can come relax, socialize and have fun. Garden attendees can look forward to Lolita photo shoots, swap meets and more. At night, members can take a chance to win prizes playing Lolita Bingo! The Lolita Garden will be open all weekend. All Otakon members are welcome.

OPERATIONAL HOURS:

Friday:	11:00AM - 7:00AM
Saturday:	11:00AM - 7:00AM
Sunday:	10:00AM - 3:00PM

MAKERSPACE ROOM 154

Returning for the first time since 2019, the Otakon Makerspace is thrilled to welcome back new and seasoned attendees for a weekend of hands-on, self-guided activities! Founded in 2018, the Makerspace is a relaxing retreat where people young and old can build countless open-ended crafts using a wide range of eclectic and recyclable/reusable supplies!

Choose from dozens of themed creative challenges in our handy guidebooks, or challenge yourself to experiment and create an original project from scratch! Make memories and work together with friends or fellow attendees to make a truly unique work of art! Take part in our featured projects, and create at your own pace in a comfortable environment filled with music and opportunities to display and photograph your work!

New for 2022 is the 'Meet an Expert' area, where you can meet and chat with a skilled maker specializing in one particular hobby! Connect with and learn from fellow attendees as you discuss and navigate similar interests in a laid-back setting - and perhaps even take away a new perspective! *(Seating is limited, first-come, first-serve. Please refer to the guidebook or posted schedule for specific times.)*

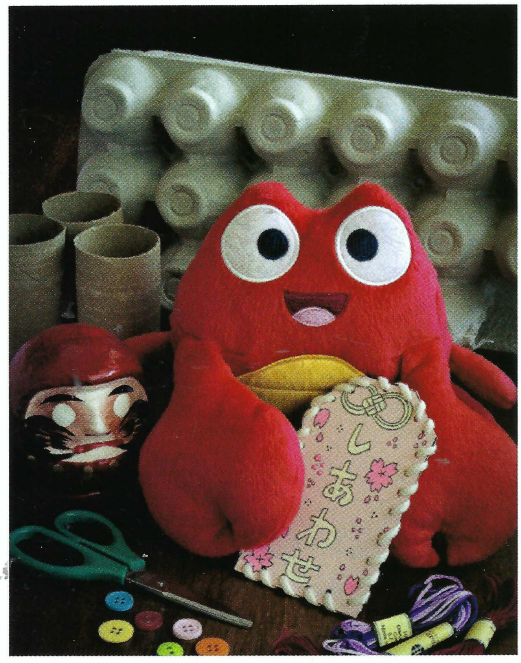
At the Otakon Makerspace, everyone is welcome to be a maker, regardless of age or artistic ability. Come visit us, learn new skills and problem-solving techniques, and take part in the fun and inventive process of being a creator!

OPERATIONAL HOURS:

Friday: 10:00AM - 9:00PM

Saturday: 9:00AM - 9:00PM

Sunday: 9:00AM – 12:00PM



DANCE CLUB OTA MARQUIS M2

The Otaku Dance features local DJs from the central PA, NY, MD, VA, and DC areas. Friday and Saturday night the DJs spin everything from remixed pop songs to drum and bass, anime remixes, and everything in between. The Dance occurs from 9:00pm to 1:30am Saturday night). If you like loud music, a great crowd, and dancing all night, then this is where you want to be!

GENERAL INFORMATION & HOUSE RULES

- No bags (of any size) will be allowed in the hall during dance hours
- No large costume props allowed
- Bag check will be provided
- Must have a valid Otakon 2022 badge to enter dance
- Concessions will be available for purchase and water stations (free) will be available throughout the hall
- No bottles will be allowed into the dance.
- No commercial grade photography or videographer equipment.

BAG POLICY

- Bag/Coat check: Opens at 8:00PM. There is a bag check available for a charge at the door. **You must check your bag or you will not be admitted.**
- Otakon Staff will not hold, watch or in any way assume responsibility for member bags left out side, beside, or near entrance to Dance.
- Check your coat at your own risk. The WEWCC and Otakon CANNOT be held responsible for items checked.
- Must retain ticket to claim items checked

  Note. This policy is to ensure member safety and prevent sale or distribution of prohibited substances.

Additional Rules for Otaku Dance

- Must display badge at all times within the dance.
- No glow sticks on strings (to avoid potential injury)
- No excessive public displays of affection
- If you are under the influence of ANY substances, you will be asked to leave.
- No fighting.
- Hula hoops can only be used provided space is available, and may or may not be permitted into the event.
- R.O.A.R. --> Right of absolute refusal

OPERATIONAL HOURS:

Saturday:

8:00PM - Bag Check Opens
9:00PM - 1:30AM

HALL COSTUME CONTEST AND JUDGES

Every year talented craftspeople come to Otakon to compete in the Hall Costume Contest. Judged by award winning cosplayers, the contest is a test of skill where participants are expected to create at least 75% of their costume, and costumes are of anime, manga or game characters of Asian influence.

Based on everything from sewing ability, prop making, and armor construction, to inventiveness, and creative or surprising use of materials, winning cosplayers show superior workmanship in creating their costumes, no performance required.

Categories include: Youth (15 and under), Beginner, Intermediate and Advanced (Both individuals and groups can compete). Judging takes place on Friday and Saturday of the convention. Participants can either pre-register online or walk-in register at the start of the convention. Everyone who participates gets a badge ribbon, and is invited to walk the catwalk Saturday night at the Masquerade. Winners are announced following the Masquerade.

Former winners and Judges who have gone on to greater costuming success include Jez Roth, Wig Wig Cosplay, and Chiki Cosplay. Full rules and faq are available on the Otakon website.

OPERATIONAL HOURS:

Friday:	10:00AM -10:45AM	At-Con Registration
	11:00AM - 4:00PM	Costume Judging
Saturday:	10:00AM -10:45AM	At-Con Registration
	11:00AM - 4:00PM	Costume Judging
Sunday:	11:00AM – 1:00PM	Feedback Panel

Hall Costume Contest and Masquerade prizes sponsored by

Www.Ultimate-Wireless.com

Jessie Pridemore

Jessie, formerly Rufflebutt, is an award winning seamstress who has competed in *Syfy's Cosplay Melee*, served as a cosplay model/builder for some of the biggest companies in the anime and gaming industry, including Blizzard, Obsidian Entertainment, Capcom, Amazon Gaming, Gungho/ Grasshopper, Machinima, Ubisoft, Aniplex, EA,Funimation, Bandai, NIS America and was the head costumer at Sypher Arts Studios for the Labyrinth Masquerade Ball.

ProfessorSensei (Leo)

ProfessorSensei (Leon) is a Las Vegas-based cosplayer and software engineer who has been makingcostumes of his favorite characters since the age of six. He has competed in and judged several masquerades, coordinated events for Las Vegas's anime conventions, and is a founding member of Cosplay Vegas (formerly GamerVsTailor).

Chiara Scuro

Chiara Scuro has been involved in multiple cosplay events as a performance and craftsmanship judge for hall costume contests and masquerades, and as a producer/organizer for several cosplay events and fashion shows. She has taught classes on makeup, thermoplastics, with work featured on Worbla, Cosmode, Otaku USA, Cosplay Realm Magazine and Capcom. When she's not glued to a sewing machine you can find her playing 'Soul Calibur', taking ridiculous photos of her cat, or probably at the nearest Taco Bell.

MASQUERADE JUDGES

Ginger Kitty

Ginger Kitty Cosplay is a New Jersey native, veteran of cosplay for over 10 years, and has been a performer most of her life, having learned various styles of dance throughout the years. She pours her heart and soul (and wallet) into her craft, adding details and elements that probably no one but her will notice, but she knows. When not working on cosplay or making plushies, she is working in the Digital Comics department at Marvel Comics (yes, that Marvel comics). Ginger Kitty also wears her heart on her sleeves, (literally, with dozens of fandom tattoos) and loves to bring an alternative style to her cosplays. She's excited to judge at Otakon for the first time and see the amazing talent that the con has to offer!

Chibi Tifa

ChibiTifa is a cosplayer & seamstress from Maryland who's been in the hobby for over 15 years. She's made a vast array of costumes and has been a cosplay craftsmanship judge at several conventions on the East Coast. As part of Team Stellar Rose, she was chosen to represent the US as Team USA 2021 at the World Cosplay Summit. She makes it her mission to make the cosplay world more welcoming & diverse to any and all newcomers.

Luluko

Luluko (she/they) is a cosplayer specializing in craftsmanship, performance, and putting way too much effort into self-indulgent joke costumes. She currently lives in Seattle where she now works as a social media manager in the video games industry, but she still has deep roots in the Arizona cosplay community she grew up in. Lulu is also on the staff for Crunchyroll-Hime's Cosplay Cup at Crunchyroll Expo and has a deep love of masquerades and cosplay competitions -- which is why she's so excited to be a judge at her first-ever Otakon! She would like to also take this opportunity to ask everyone reading this to please read *Golden Kamuy.*

VIDEO GAMING HALL D

Video Gaming at Otakon is huge! If you thought our Video Gaming Hall in previous years was good, well you're in for a treat since we have expanded it even more! We're filling an entire hall of the convention center with video games from all eras: classics you remember, current games you love, plenty of games straight from Japan, and games by Indie Developers! Show off your skills and compete against your fellow con goers in casual play or enter one of our tournaments.

Back by popular demand, Tokyo Attack is making a return to the game room this year, meaning that we will also have a large assortment of Japanese arcade games on freeplay! In addition, be on the lookout for other machines such as a Pokemon Snap Station and Yu-Gi-Oh Duel Terminal! We will also have various Pachinko and Pachislo machines sponsored by Clover Collectables for free-play!

INDIE ROW

We will have a dedicated Indie Isles area for independant gaming developers to showcase their latest work! Come by the area, try their games and give them your support! There will be a variety of unique single and multiplayer games for you to try! We will be having an "Fan's Choice Award" to the best Indie Booth so make sure you vote for your favorite developer!

HANDHELD AREA

Did you bring your Nintendo 3DS, Switch, Vita, or any other handheld console? Well come play and meet other fellow players in our Handheld Area! Here is where you can either relax and play your one-player game, or go play with your fellow attendees on some multiplayer battles and races! Looking for more StreetPasses on your 3DS?!? Come here! We'll have a bunch of tables and chairs for you to sit, along with some surge protectors set up for you to charge up your handheld console!

GENERAL HALL RULES

Be Polite and please remember:

- No Fighting
- No Abusive Behavior
- Be sure to eat/drink during the convention, but...
  - Do not eat/drink near any of the TVs and Consoles
- Be hygienic (shower and deodorant)
- Do not touch the consoles
- Do not exit out of a game or go into the main menu screen
- Do not steal
- Try not to break or mistreat any of the gaming equipment
- Do not leave your personal belongings unattended
  - Staff are not responsible for your personal belongings

If there is a line waiting to play, please limit your play time to the following:

Single Player Game:

1 Life Set OR 3 Songs OR 30 minutes (whichever is shortest)

Multiplayer Games:

Fighters

Winner stays

All other players MUST give up their controller to the next player in line. *If there are not enough new players to fill up the empty seats, then the Second (and possibly Third) placed player(s) may remain seated*

Rock Band/Dance Central

A playgroup may only play ONE (1) song. After the song is finished they MUST offer their spot to the next person in line.

If no one wants to play your particular instrument, you may continue playing.

Any Other Music Game

A playgroup may play one game, comprised of TWO (2) to THREE (3) songs depending on the game. After the game is finished they MUST offer their spot to the next person in line.

By entering the Otakon Video Game Room you acknowledge the above rules and agree to adhere to them. Breaking any rule may result in you being asked to leave the Video Game Room or having your badge revoked.

Please talk to a Video Game Room Staffer if:

A piece of equipment is not working properly so that it can be fixed/replaced with a working one as soon as possible.

You would like to switch out a game and there is an open set-up. Please be aware that we will not allow personal games to be played and that we cannot comply with all requests.

You notice someone is breaking any of the above rules so that corrective action can be taken.

HOURS OF OPERATION:

Friday: 11:00AM - 1:00AM
Saturday: 10:00AM - 1:00AM
Sunday: 10:00AM - 3:00PM

EXPERIENCE THE MOONLIGHT
ALL OVER AGAIN

Sailor Moon

Includes Exclusive Interview with Writer, Katsuyuki Sumisawa

OWN THE COMPLETE
FIRST SEASON ON BLU-RAY

TOEI ANIMATION
Since 1956

VIZ

©Naoko Takeuchi/PNP, Toei Animation

FEATURED PRESENTERS

Magic of Cosplay Exhibit

DizzyLizzy is bringing her "Magic of Cosplay Exhibit" to Otakon. The exhibit will give you a chance to get up close and personal with a number of costume creations, but please, No Touching. We hope the exhibit will inspire you to get creative! Please visit the Artist Alley to view the exhibit!

The Chalk Twins

An extraordinary pair of artists, the Chalk Twins are renowned for their chalk murals of epic proportions. Traveling the world in pursuit of artistic mastery, they are a regular installment at conventions and events across the country where they produce massive chalk masterpieces live. The Chalk Twins are truth in advertising – they are twins, and they work together with soft pastel chalk. When you see them, we encourage you to get down low and talk to them. They would be glad to answer questions and talk about art, geeky stuff, twin stuff – whatever you like. They don't bite. We promise.

COSPLAY RESCUE

Falling apart at the seams? Cosplay Rescue is ready and waiting in room 101 for all* your repair needs.

Cosplay Rescue is equipped with privacy curtains for sensitive repairs.

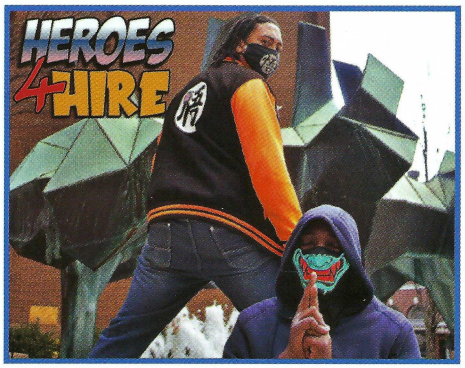
Cosplay Rescue is always free of charge.

NEW Cosplay Rescue hours:
Friday & Saturday: 9:00am-noon, 3:00pm-8:00pm
Sunday: 10:00am-2:00pm

**This may include, but is not limited to, hot glue failure, worbla reshaping, makeup smudges, wig wandering, torn seams, torn fabric, snapped staffs, acts of Cthulhu, and logistical restructuring of cosplay that defy the laws of physics and fabric.*

FEATURED PRESENTERS

Heroes 4 Hire



Heroes 4 Hire is the Nerdcore Hip Hop duo from Philadelphia, Pennsylvania. They are the combo crushing powers of Tray-Digga The Legendary Super Saiyan and Ray Riley Tha Shinigami and often reinforced by producer/DJ, Awesome Prime. H4H is best know for their animated and hardcore delivery in live performances, carefully crafted lyrics and nerdy references that leaves villains crying to their mamas! They've performed at various conventions, most notably Otakon and Too Many Games, and have shared the stage with Nerdcore heavy hitters Mega Ran and MC Lars.

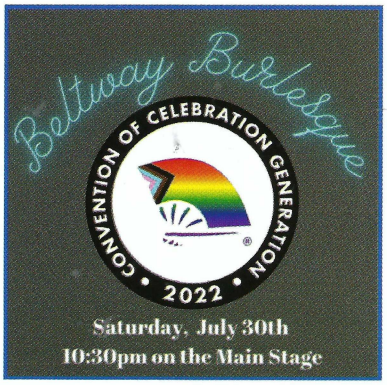
DJ Awesomus Prime

Awesomus Prime is an Indigenous/Hispanic/Queer Artist, Producer/DJ and Owner of the independent label Kawaii Kunai. Prime has been a household name in the Anime and Gaming convention circuit, showcasing their unique flare of nerdy EDM and interactive Rock Star performance which has captivated audiences from MAGFest, Otakon to Blerdcon and beyond. With a passion for all things nerdy; that influence is very evident in their music and their performance has been said to be one of the best around. Awesomus Prime has dedicated their life to entertaining the Nerdy masses and is a hero for Nerds, Blerds, Geekspanics, and the LGBTQIA+ world. Prime's performance is the one you'll never forget.

Super Art Fight

SUPER ART FIGHT

Created in 2008 in Baltimore, Maryland by artists Jamie Noguchi and Nick DiFabbio, SAF has grown over the past decade into an absolutely can't miss live event, mixing elements of pro-wrestling styled storytelling and character work, live art, and improvised humor. To date, Super Art Fight has produced hundreds of live events, including shows across the United States and into Canada; appearances at such big conventions as Otakon, Anime Expo, MAGFest, and Awesome Con; features in the pages of The Washington Post, The Baltimore Sun, and Wired; and regular engagements at such legendary rock-and-roll venues as Baltimore's Ottobar and Washington DC's The Black Cat. Want to see artists collide in one-on-one or tag-team action? Can they stand tall against the ridiculous topics from the crowd-sourced Wheel of Death? Are you ready to cheer your favorites on to victory? There's only one way to get started... 3-2-1...ART FIGHT!



Beltway Burlesque

Beltway Burlesque is excited to entertain fans for a 5th year! Local performers have come together to bring you titillating tributes based on their favorite Anime shows and games!

Join us Saturday, July 29th at 10:30pm for a show like no other!

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Just go eat there.
They even deliver.
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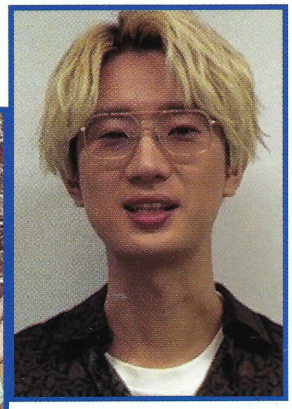
Wataru Watari

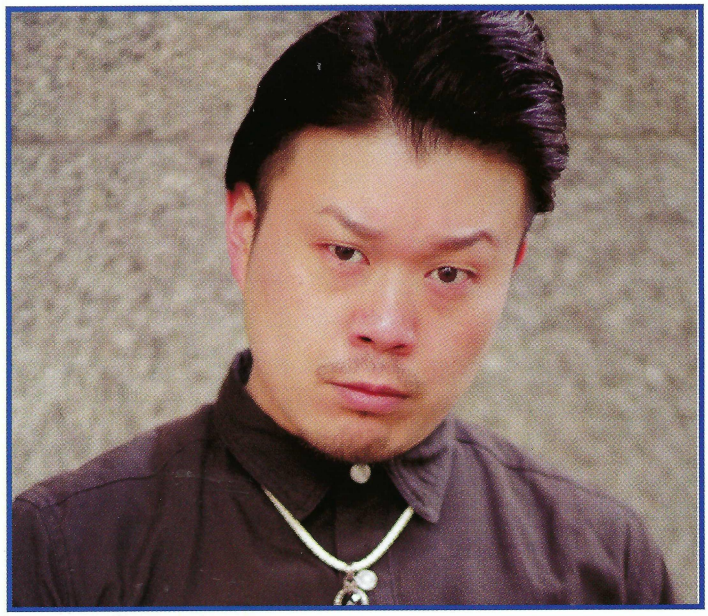
Wataru Watari is a light novel author from Chiba prefecture of Japan, born January 24, 1987. He debuted as an author by winning the third Shogakkan Light Novel Gagaga Grand Prize with Ayakashigatari.

He has authored a number of titles including Qualidea Code series, and Girlish Number, but his most well known work as an author is the series My Youth Romantic Comedy Is Wrong, As I Expected, which has been made into an anime under the title of My Teen Romantic Comedy SNAFU. He has also worked on numerous other titles as script writers and in other roles, such as Domestic Girlfriend, GETUP! GETLIVE!, The Saint's Magic Power Is Omnipotent series, and Isekai Yakkyoku.

With special Otakon-exclusive recordings from

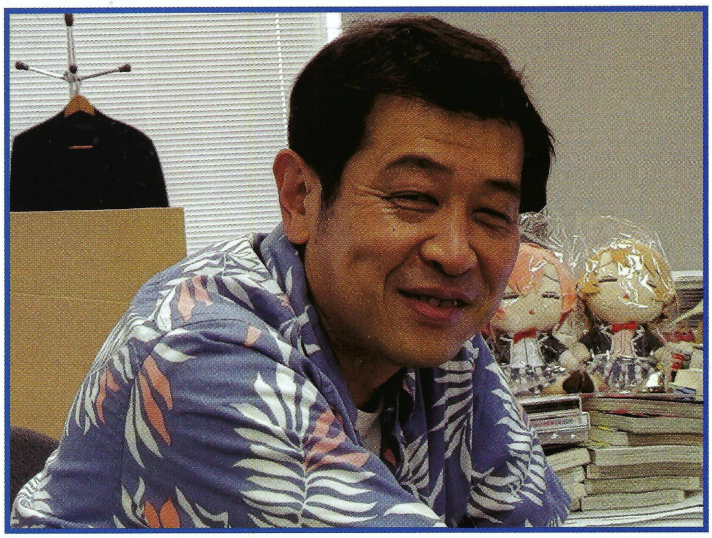
Saori Hayami
and
Takuya Eguchi
and
Nao Toyama





Chado Horii

Chado Horii is a voice actor from MAUSU PROMOTION, born August 29, 1984 in Shizuoka, Japan. His main roles include Togo Sekiguchi from ODD TAXI, Ryuhei Nabeshima from Ahiru no Sora, and Kakeru Tobe from My Teen Romantic Comedy SNAFU.



Masazumi Kato

Masazumi Kato is an Anime Producer. He built his career at Media Factory, producing titles such as The Sacred Blacksmith, The Familiar of Zero series, Aria the Scarlet Ammo, Soul Eater, and Medaka Box. Now with the Music and Video division of Marvelous Inc, he continues to succeed working on titles such as Sengoku Night Blood, and a recent hit series My Teen Romantic Comedy SNAFU.

FRIDAY NI

PIXY

Otakon presents

FRIDAY NIGHT K-POP

Three performances. One stage.

July 29, 2022, 5:00 pm.

AleXa

SHT K-POP

Rolling Quartz

PIXY

AleXa

Rolling Quartz

GUESTS

Steve Blum

Steve Blum's unmistakable deep, raspy, yet sometimes silky smooth voice has landed him a career full of incredible, iconic characters. He's been the Voice of T.O.M. the robotic Promo host from Toonami (on Adult Swim) since 2000, and a pro Voice Actor for over 30 years. Best known as Spike from Cowboy Bebop, Zeb from Star Wars Rebels, Wolverine from X-Men Cartoons & Games, & thousands more. His huge vocal range has made him one of the most sought after voice actors on the planet. He even holds the current Guinness World Record for most voices in video games and has since 2012!

Beau Billingslea

Beau Billingslea is a star of animation, television, and movies with career spanning more than 40 years! In the world of anime, Beau Billingslea has voiced countless characters including Jet Black in Cowboy Bebop; The Fourth Raikage in Naruto; Barrett in Final Fantasy Advent Children; Cain in Last Hope; Bertuccio in Count of Monte Christo; Ogremon, Saggitarimon and Parrotman in Digimon; and the list just goes on and on. Beau is a proud veteran of the U.S. Army.

Tiana Camacho

Tiana Camacho is a voice actress based in Los Angeles known for her work in video games and anime. Her most notable anime dubbing roles are Ermes Costello in Jojo's Bizarre Adventure: Stone Ocean, Bea in Pokémon Journeys, and Yawaragi in Yashahime. She has also worked on games like Tiny Tina's Wonderlands, Fire Emblem Heroes, and Cookie Run Kingdom. Tiana likes dogs, food, educating folks about stem cell donation, and cool candles.

Ricco Fajardo

Ricco Fajardo is an actor best known for his work in anime and video games (Mirio in My Hero Academia, Taiju in Dr. STONE, Nozel in Black Clover, Benimaru in That Time I Got Reincarnated As A Slime, Kotaro in Zombieland Saga, Genkins in Red vs Blue, God in The Cyanide & Happiness Show, Achilles in Smite, and Corvus in Paladins, Maxime in Tales of Luminaria) Recently, you can also see him on-screen in Hulu's Cruel Summer and CW's Walker. He studied acting and received his MFA from SMU (pony up!) and BA from UC Irvine (zot, zot!) He spends his free time practicing parkour in Dallas, Texas--alongside his chonk cats Rocky, Ollie, and Belle.

Zeno Robinson

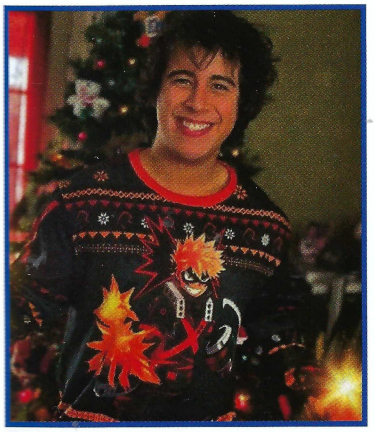
Zeno Robinson is an actor residing in Los Angeles, California. Zeno began his acting journey in middle school, and after taking a program called All About Kids, signed with CESD Talent. He would gain his professional voiceover start soon after as Alan Albright in Ben 10 Alien Force at 14 years old, studying under amazing industry pioneers. Zeno can now be heard as Hunter in The Owl House, Remy in Big City Greens, Hawks in My Hero Academia, Cyborg in Young Justice, and The Green Poncho in Craig of the Creek.

Steve Bennett
ARTIST

Steve Bennett worked on anime in Tokyo with Noburu Furusei (New Dominion Tank Police, Lupin III, etc.) at Studio Aoehyma in the 1980s. He worked on series like Urusei Yatsura and Yamamoto, before returning to the States.

Steve was with Studio Ironcat, a manga-publication company, from 1997 to 2004. He's worked on several web comics, including The Angel of St. Thomas and Baba Bhalu. And he's attended a zillion conventions, teaching cel painting classes and drawing on anything that moves. Steve has also done guest speaker gigs at institutions such as the Iowa Museum of Art, and the Freer Gallery of Art.

Currently, Steve is working on commissioned projects. He and Nikki are starting their new adventure at www.bennettcreativeservices.com. Steve is looking forward to seeing old friends and meeting new ones at Otakon!

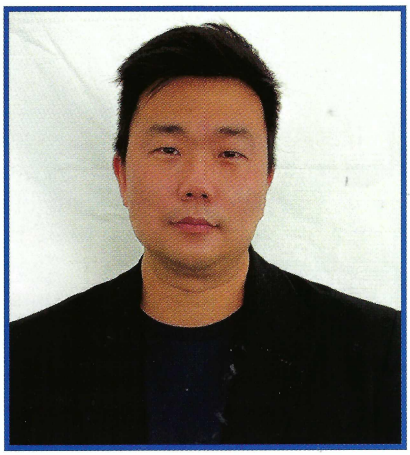


Jose Estrada
TIKTOK/BROWNBAKUGO

Jose is a TikTok creator from San Diego, California who loves skit comedy and theatre. He's been a lifelong anime fan and hopes to pursue a career in acting and voice over. Jose is passionate about visibility for disabled athletes and creators and loves a game of wheelchair basketball when he's not doing his best Clifford Chapin impression.

KingChris
TIKTOK/ITSKINGCHRIS

KingChris is an online content creator who focuses mainly on anime and gaming. He rose to prominence for his comedy sketches on TikTok, YouTube and Instagram where he has a combined following of over 18 Million followers. He was born and raised in Germany and graduated from university with a degree in filmmaking and directing.



Kim Junhong

In 2001, Hong Won-Ki and Kim Jun-Hong co-founded Zanybros, a music video production company, and has now become the largest production company in Korea having executed more than 1,000 successful video productions. ZANYBROS has expanded its business field to Entertainment Contents Media Group by creating ZANYTV , its own content creation channel producing new media contents.

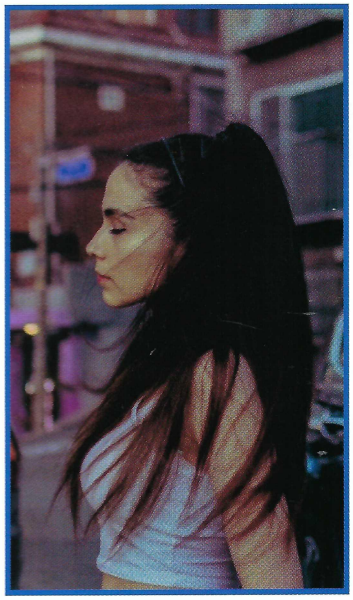
Kim Junhong is one of ZANYBROS's Music Video directors responsible for most of the awe-inspiring visuals in K-pop artists' music videos: worked with the likes of K-pop originator Seo Taiji, current industry leaders BTS, icons like PSY, Epik High, SHINee, HyunA, Mamamoo, EXO, KARD, Super Junior, Wanna One and Girls Generation.

Jenny Zha

A 10-year digital media veteran, Jenny Zha is an award-winning integrated marketer and the CEO of Infinitize.

Formerly leading short-form content and engagement at global streaming service Viki and Korean entertainment community Soompi, Jenny is the producer and showrunner of 500 pieces of original content, including "When You Call My Name," a Viki Original mini-documentary exploring the crossing of musical cultures through lens of Grammy-nominated R&B singer Gallant and MONSTA X. A fan of fans, she is the original creator of "Rising Legends," a Shorty Awards-nominated global fan-voted talent competition held in partnership with Cube Entertainment and JYP Entertainment, where AleXa was discovered. Jenny also led Soompi's annual event, Soompi Awards, which set a new Guinness World Records title for "Most Used Hashtag on Twitter in 24 Hours" in 2019, thanks to the dedication of over 150 fandoms around the world.

In 2019, Jenny founded Infinitize, a marketing consultancy. Featured in various media and publications including Billboard and Forbes, Infinitize works with global artists and entertainment tech companies on scaling fandom engagement, and is the marketing powerhouse behind trending campaigns for K-pop artists like Woosung, AleXa, and more.



Angelina Foss

Swedish-Chilean with a background in international graduate school for international relations and communication at HUFS, Angelina is the Creative Director and Head of ZB Label. Having begun her initial career in Korea at a Korean entertainment conglomerate, this is Angelina's 8th year working at ZANYBROS, where she helms production, marketing and MV directing roles. Since 2014, Angelina has been the creator of global K-pop content channel ZANYTV, taking charge of global business and projects for ZANYBROS including production projects such as YOUTUBE SPACE SEOUL, Soompi Rising Legends, Zanybros global film projects and more. Currently, Angelina serves as the Creative Director for AleXa, overseeing her journey from training period to debut to the American Song Contest project and all aspects of A&R, visual directing, and management. In 2020, she won "Best Zanybros of the Year" at the yearly Zanybros awards.

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Toshio Furukawa
Seiyuu

Toshio Furukawa has played Piccolo in the Dragon Ball series, Portgas D. Ace in One Piece, Kai Shinden in Mobile Suit Gundam Series, and Ataru Moroboshi in Urusei Yatsura, just to name a few of the most well known characters. He always goes the extra mile in acting, making a point to thoroughly consider why the character is played by him, and aiming to show the masculine strength, as well as the character's gentler, sensitive side. He also heads the acting school for Aoni production, Aoni Juku, and strives to train young talents to carry the industry into the future.

Shino Kakinuma
Seiyuu

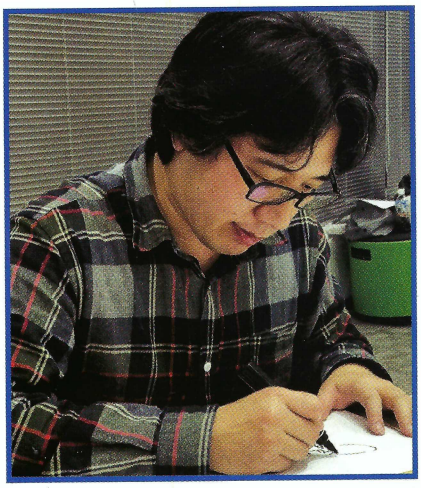
Shino Kakinuma has played numerous key characters in popular series, including Naru Osaka in Sailor Moon, and Videl and Pan in Dragon Ball series. She aims to play believable and authentic characters.

She is also the wife of Toshio Furukawa, and the two are well known as an ideal couple.

Drawing from her experience as a former stage actor, she now spends part of her time teaching a class on the basics of expressing emotions to young talents at the Aoni Production's acting school, Aoni Juku.

GUESTS

Yoh Yoshinari
Studio Trigger



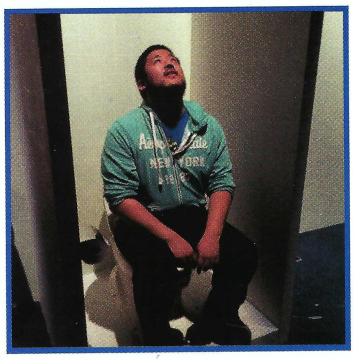
Born in Tokyo, Japan in 1971, Yoshinari is a renowned animation director, illustrator, and character designer.

Making a debut at Gainax, Yoshinari is currently one of the key figures at Studio TRIGGER. As an animator, Yoshinari has taken part in numerous notable titles such as Neon Genesis Evangelion and FLCL. For GURREN LAGANN he was responsible for the mechanical designs. He has even filled the role of concept designs for titles such as Panty & Stocking with Garterbelt and KILL la KILL.

Since his transition to Studio TRIGGER, Yoshinari has directed two titles, Little Witch Academia and BNA, and he will be designing the main characters for TRIGGER's latest project Cyberpunk: Edgerunners.

Takahiro Izutani
Musician

Takahiro Izutani is a video game composer and guitarist. He has lent his expertise to soundtracks for games like Metal Gear Solid 4, Bayonetta, Bayonetta 2 and Metal Gear Solid: Peace Walker. Outside of games, he has collaborated with many artists on music and music videos, including Ayumi Hamasaki. In 2014, he joined Brave Wave Productions as a member and in 2017, he released his first solo album, Lingua Franca, under the artist name Dugo.

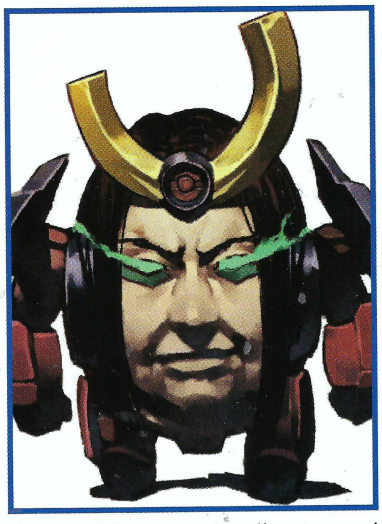


Yoshihiro Watanabe
Producer, Orange

Yoshihiro "Nabe" Watanabe is a producer at Orange, and currently working on TRIGUN STAMPEDE as its business producer. Nabe grew up in Los Angeles and after graduating from college, he joined the US branch of the animation studio Madhouse. In his early career under legend Masao Maruyama's mentorship, Nabe gained unique international production experience ranging from live-action to international collaboration projects, Nabe's career involves range of shows and rolls; BEASTARS (2021, Orange, Business Producer), GodzillaS.P (2021, Orange, Business Producer), League of Legend: New Journey Short (2019, P.A.Works, Creative Producer), Eccentric Family 2(2017, P.A.Works, Business Producer).

Nabe is currently with Orange and producing a range of future shows including BEASTARS Season 3.

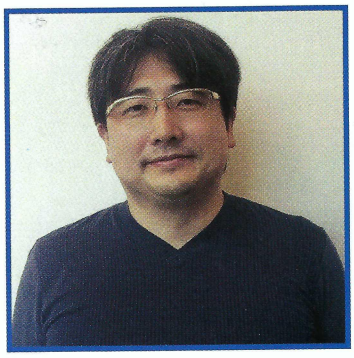
Hiromi Wakabayashi
Studio Trigger



Previously a member of Studio GAINAX, Hiromi Wakabayashi has been involved in several works with Hiroyuki Imaishi. Most notably GURREN LAGANN as design production. Hiromi also contributed in Panty & Stocking with Garterbelt as co-creator, writer, and episodic director.

After making the transition to Studio TRIGGER, Hiromi has been actively involved in the production of KILL la KILL, Space Patrol Luluco, and PROMARE as creative director and music producer. Hiromi has also filled in roles as script and art director for STAR WARS: VISIONS "THE TWINS".

Hiromi is taking part in production as creative support for TRIGGER's most recent project Cyberpunk: Edgerunners.



Hiroyuki Kikukawa
Producer

Hiroyuki Kikukawa is a producer at Bandai Namco Filmworks.

He joined Bandai Visual in 2005 and has served as the producer for many anime titles including RWBY: Ice Queendom and Yurei Deco.

Celeina Ann
Singer

Celeina Ann is an American-Japanese singer songwriter, known for her appearance as the singer voice for Tuesday on the Netflix anime Carole & Tuesday. She started her YouTube channel "Celeina Ann's Channel" in 2014 where she uploaded covers of her favorite pop songs. In 2015 she released her very first EP "We Are One" which reached No.4 on the iTunes Japan album chart. In 2019 EP "Nightfall" with DJ OKAWARI was released, followed by 13 headliner shows at 10 cities in China and 2 cities in Japan. Celeina Ann has collaborated with brands such as BenDavis, CLINIQUE, FIAT, CASIO and so on. Her long-awaited 2nd album is now in production.

Masafumi Mikami
VR/AR CEO for Gugenka

XR Producer, 3D Anime Producer, Gugenka CEO Masafumi is one of the core producers in Japan to produce anime XR Events, VR & AR products. For example, Hatsune Miku theme park MikuLand and the Sanrio Virtual Fest in Sanrio Puroland which involved both real and virtual artists like Kizuna Ai, AKB48 and ShowByRock!!. He has also produced the anime figure app HoloModels, the anime-style character creation app MakeAvatar, and others.

Mariya Ise
Seiyuu

Mariya Ise is a voice actor from Kanagawa prefecture of Japan.

Her main roles include Foo Fighers from JoJo's Bizarre Adventure: Stone Ocean, Hwan Paorin/ Dragon Kid from TIGER & BUNNY, Yoshino Somei from Spriggan, Ray from The Promised Neverland, Killua Zoldyck from HUNTER x HUNTER, Reg from Made in Abyss, Bonnie from Pokémon The Series: XY, and Wendy Hertz from Mobile Suit Gundam AGE. She is also scheduled to play Azami Kurotani in an upcoming series Uzumakii, directed by former Otakon guest Hiroshi Nagahama.

Motonobu Hori
Producer/Animator

Motonobu Hori has made an impressive name for himself working on some of the most acclaimed series of the last few years.

He is the director of the Netflix anime series, Carole & Tuesday. Hori is an anime director and character designer. He has worked as the character designer of BECK and as the director for Carole & Tuesday and Super Crooks.

Harumi Fujita
Musician

Harumi Fujita was born in Osaka, Japan. After graduating from music school, she joined Osaka-based SNK in 1983, where she composed for Mad Crasher. She moved to Capcom shortly thereafter, where she worked on iconic franchises like Ghosts 'n Goblins, Bionic Commander, Chip 'n Dale, Final Fight and Mega Man 3. She went independent in the 1990s, and worked on titles like Tomba!, PULSTAR and BLAZING STAR. More recently, she composed for Spidersaurs with WayForward. Today, Fujita enjoys travel and working on music for games and other media with her son, who is a mixing engineer.

Kiral
CTO for Gugenka

3D Anime Tech Director, XR Tech Director, Gugenka CTO Kiral is from Canada and is working in Japan as XR technical director for content like "Attack on Titan (Hexaride)", "Slayers 3D Live", "Sanrio Virtual Fest", Taito's "Space Invader" arcade game, and many more. He is an Otaku and is passionate about bringing Japanese content to the world through emerging technologies. He is also fascinated with creating and improving the technology that supports anime production workflow.

G.L.A.M.S

G.L.A.M.S is a multidisciplinary art project from MIKARU, the singer/songwriter from Tokyo, Japan, well-known for having been the leader and vocalist of the bands Dio - Distraught Overlord and BLACK LINE. This is G.L.A.M.S first performance in the United States, and the first time Mikaru has been in the US since Dio - Distraught Overlord's US debut in 2008.

FRIDAY NIGHT K-POP

Depicting the journey of six wingless fairies, PIXY takes strong inspiration from hip hop & EDM and combines them with breathtaking choreography and imagery as they invite us along in the search for their wings. PIXY makes their North American debut at Otakon 2022 after breaking Top 50 in the Gaon Music Chart and returning from celebrating Shillong Cherry Blossom Festival in India.

AleXa is an award-winning K-pop singer-songwriter and dancer whose 2019 multilingual debut "Bomb" hit #7 on Billboard's "World Digital Song Sales" chart. 2022 has seen the release of the breakout hit mid-tempo dance track "Tattoo," and her million-streams hit "Wonderland, while also winning the first season of the music competition show American Song Contest, a remake of the hugely popular Eurovision Song Contest.

They're not just beautiful flowers...they are blazing flames! ROLLING QUARTZ shook up the Internet world of K-pop fans in 2020 by bringing exciting videos with fiery covers of rock artists from around the world. They will perform their first international show at Otakon 2022, bringing original songs fresh from their first mini-album which was released in February, as well as some fan-favorite covers.

SUN and STARS

An Otakon Anime Concert

Featuring Kaoru Wada and Yuki Hayashi

Rock out with us at the Sun and Stars Concert! Anime composers Karou Wada and Yuki Hayashi take the stage for an incredible one-performance-only experience that you don't want to miss. Featuring a live chamber orchestra and rock band, experience music from InuYasha, Haikyu!!, My Hero Academia (and many more) as you've never heard it before.

Yuki Hayashi (Composer)

Yuki Hayashi was born in Kyoto in 1980. He was a competitor in rhythmic gymnastics, where the task of selecting the music got him into the world of music. In college, he started composing music without formal training. After college, Yuki learned the basics of track making from Hideo Kobayashi and started their career by composing music for various competitive dances. From his experience as a rhythmic dancer, he derived a unique style where the emphasis is on the unity between the music and the visual.

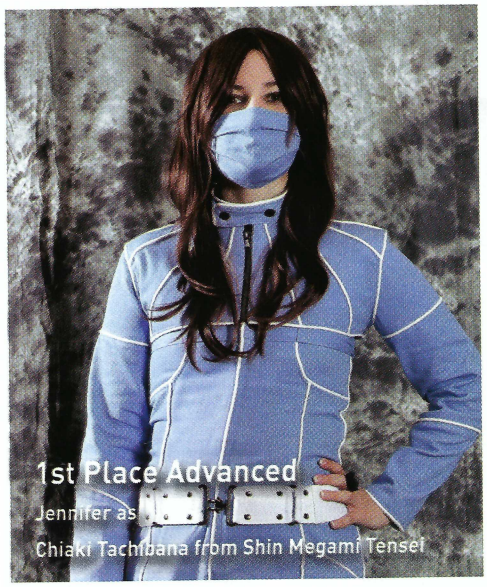
His main titles include My Hero Academia, Haikyu!!, ONE PIECE FILM GOLD, DRAGON QUEST THE ADVENTURE of DAI, Death Parade, GUNDAM BUILD FIGHTER series, Pokemon, SHAMAN KING, and Run with the Wind.

Kaoru Wada (Composer)

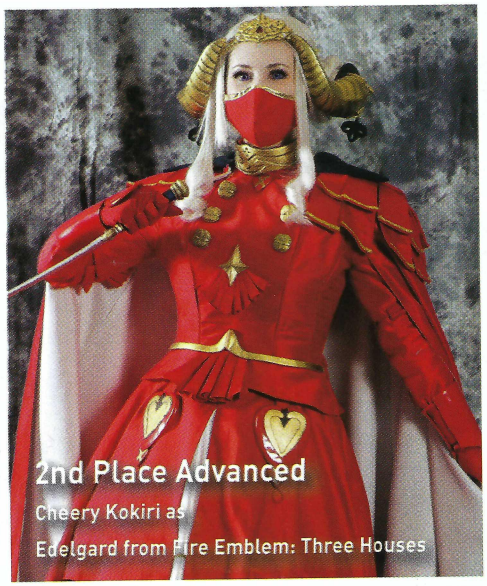
Kaoru Wada is active in a wide range of musical fields, including anime, film, television,theatre and events, and has been involved in the musical side of well-known anime such as InuYasha, Ninja Scroll, Yashahime, and Princess Tutu.

In addition to his many contributions to anime and orchestral arrangements, Wada has published many works for Japanese indigenous instruments, plus works that use Japanese folklore and folksongs as motifs. He has published numerous works commissioned from Japan and abroad, including from the Japan Philharmonic Orchestra, the Tokyo Philharmonic Orchestra, theGunma Symphony Orchestra, the Pittsburgh New Music Ensemble, and several others. In November 2003, he conducted his first concert dedicated solely to his own works, "The World of Kaoru Wada" in Tokyo's Suntory Hall, with joint sponsorship by the Japan Philharmonic Orchestra.

HALL COSTUME CONTEST 2021 WINNERS



1st Place Advanced
Jennifer as
Chiaki Tachibana from Shin Megami Tensei



2nd Place Advanced
Cheery Kokiri as
Edelgard from Fire Emblem: Three Houses

3rd Place Advanced
Tohma Cosplay as
Xie Lian from Heaven Official's Blessing

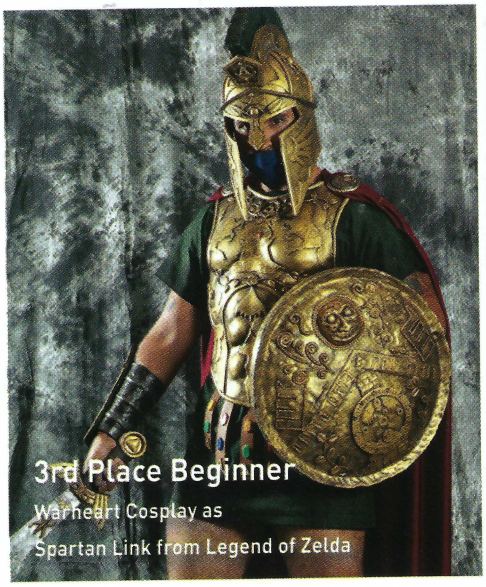
1st Place Intermediate
Nana Knoxois as
Kohaku from DR STONE

2nd Place Intermediate
Savanah as
Royal Milk Tea in Sakizo's Afternoon Tea

3rd Place Intermediate
Reverie Cosplay as
Lenore from Netlix's Castlevania

1st Place Beginner
Corwynte Cosplay as
Lio Fotia from Promare

2nd Place Beginner
Serieriza as
Ashura from Tsubasa Reservoire Chronicles

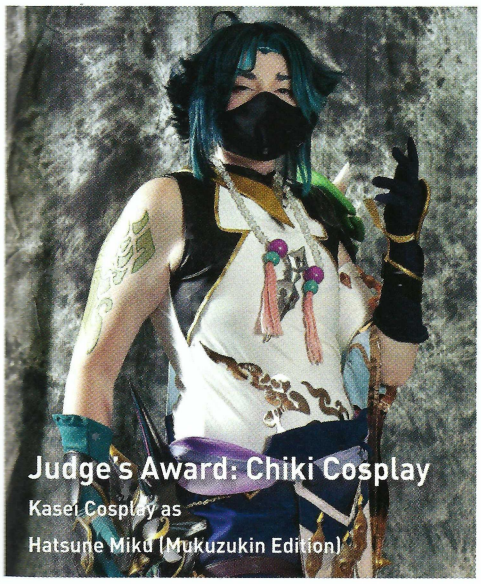


3rd Place Beginner
Warheart Cosplay as
Spartan Link from Legend of Zelda

Best in Show
Estiki and Tin Lizzy Costumes as
Star Platinum and Jotaro from Jojo's Bizarre Adventure

Best Youth
Willow as
Eula Lawrence from Genshin Impact

Coordinator's Award
Cosplay Carbon as
Sothis from Fire Emblem: Three Houses



Judge's Award: Chiki Cosplay
Kasei Cosplay as
Hatsune Miku (Mukuzukin Edition)

Judge's Award: SkyPirate
WhoopsyDaisy Cosplay as
Xiao from Genshin Impact

Judge's Award: Paragon
Samantha as
Chompette from Super Crown/Mario Bros.

MAPS

OTAKON® 2022
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W
OFFICE
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BALLROOM C
FEATURED EVENTS
BALLROOM A/B
MAIN EVENTS
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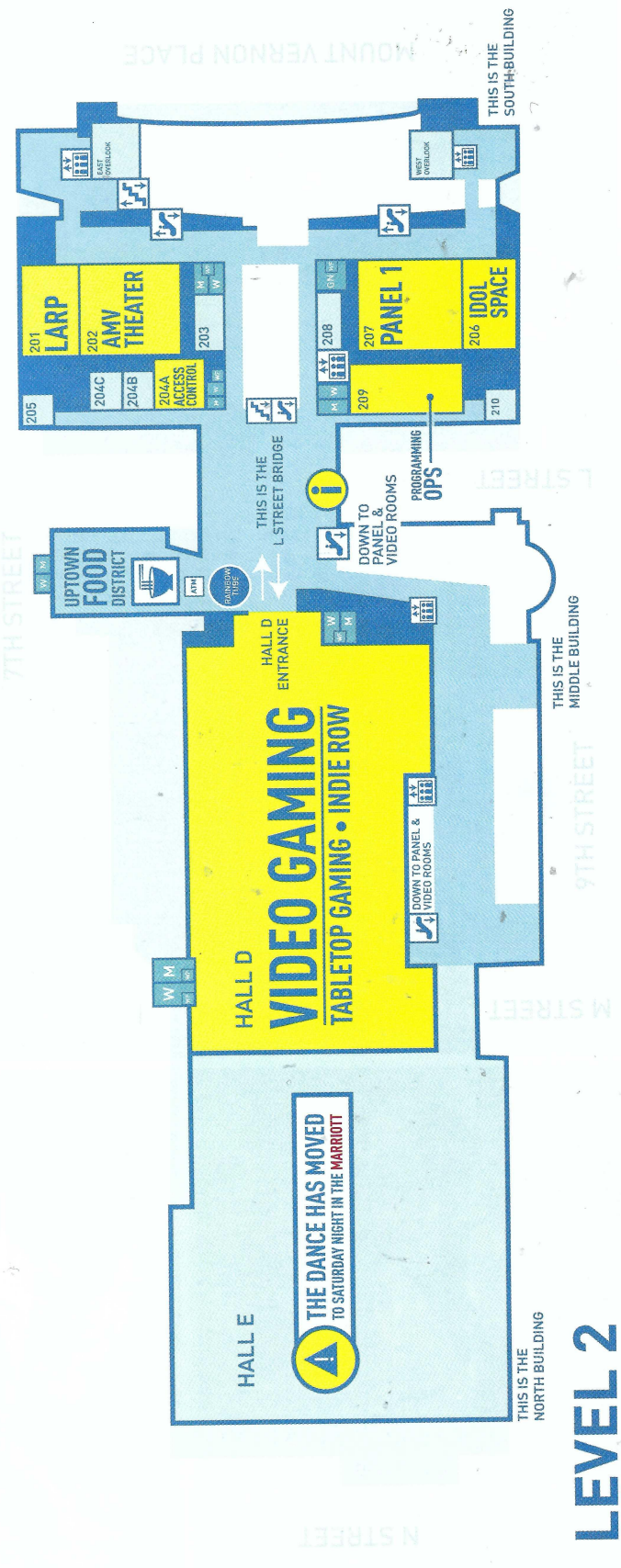
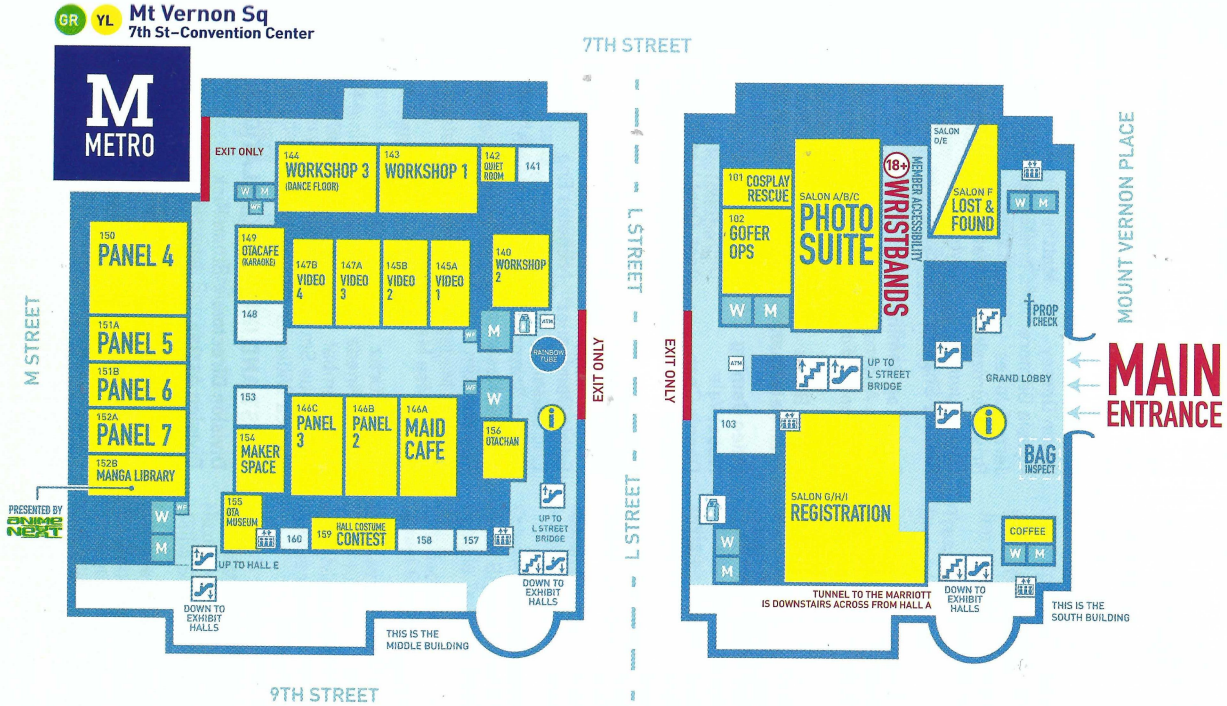
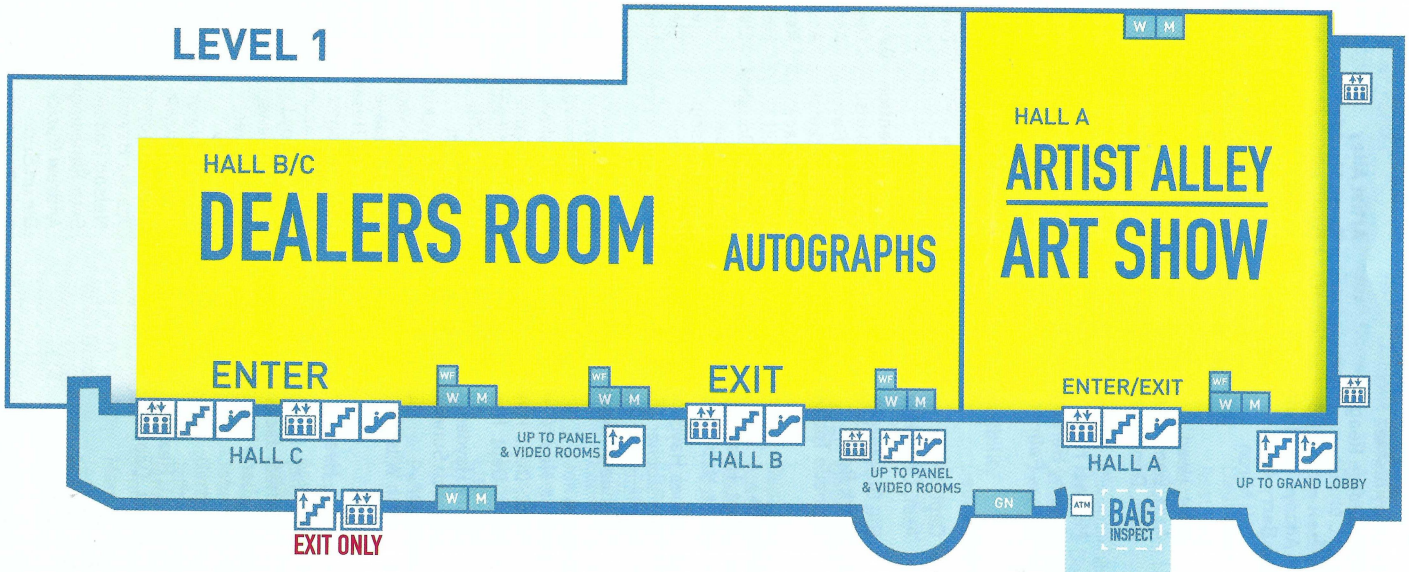
THIS IS THE SOUTH BUILDING
MOUNT VERNON PLACE
L STREET
7TH STREET
9TH STREET
M STREET
N STREET
LEVEL 3
WALTER E. WASHINGTON CONVENTION CENTER


THIS IS THE SOUTH BUILDING
EAST OVERLOOK
WEST OVERLOOK
205
201 LARP
202 AMV THEATER
204C
204B
204A ACCESS CONTROL
203
208
207 PANEL 1
206 IDOL SPACE
209
210
THIS IS THE L STREET BRIDGE
DOWN TO PANEL & VIDEO ROOMS
PROGRAMMING OPS
UPTOWN FOOD DISTRICT
RAINBOW TUNNEL
HALL D ENTRANCE
HALL D
VIDEO GAMING
TABLETOP GAMING • INDIE ROW
DOWN TO PANEL & VIDEO ROOMS
THIS IS THE MIDDLE BUILDING
HALL E
THE DANCE HAS MOVED
TO SATURDAY NIGHT IN THE MARRIOTT
THIS IS THE NORTH BUILDING
MOUNT VERNON PLACE
7TH STREET
9TH STREET
M STREET
N STREET
LEVEL 2

KEY

- ESCALATOR
- STAIRS
- ELEVATOR
- INFO DESK
- PROP CHECK
- BAG INSPECTION
- FOOD
- RESTROOM (MEN, WOMEN, GENDER NEUTRAL)
- ATM
- WATER FOUNTAIN
- LACTATION STATION





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WE OFTEN SAY OTAKON IS "FOR FANS, BY FANS," BUT WHAT DOES THAT REALLY MEAN?

Otakorp (the parent corporation that puts on Otakon), is a non-profit organization and each of you is a member of that organization. That membership gets you into our annual meeting that is the awesomeness that is "Otakon", but some of our members do even more for the organization.

Take a few minutes and look over all the names in the back of this program guide. Each of them played a key part of putting this show together. Each is a fan (just like you) and not a single one (except our lawyer), gets paid for it.

Many of our all-volunteer army of black-shirted staff work year-round, but the names you don't see listed in our program book are the 200-or-so who join us to volunteer just for the weekend. We affectionately call them "Gofers" and they help out throughout the entire convention. You can spot them by the brown T-Shirts and orange badge holders. You probably first met one helping to get your badge at Registration or wrangling a line. Gofers assist with just about every department we have and we couldn't put on this show without the extra help we get from them!

Ever wanted to get a behind-the-scenes look at how we put this show on? Want to give back to your Otaku community? Then consider volunteering with us next year as a Gofer! Registration for Gofers usually opens online shortly after registration for the convention opens, so keep an eye out on our website around that time. Most of our staff started out as Gofers, including our President!

Want to learn more about our Gofer program? Visit the "Volunteer at Otakon" section of our website for an FAQ and more information.

BLEACH
THOUSAND-YEAR BLOOD WAR
COMING
OCTOBER 2022
VIZ
© Tite Kubo/Shueisha, TV TOKYO, dentsu, Pierrot

Art by Bo A Lee

Cover Art by Julia Lichty

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